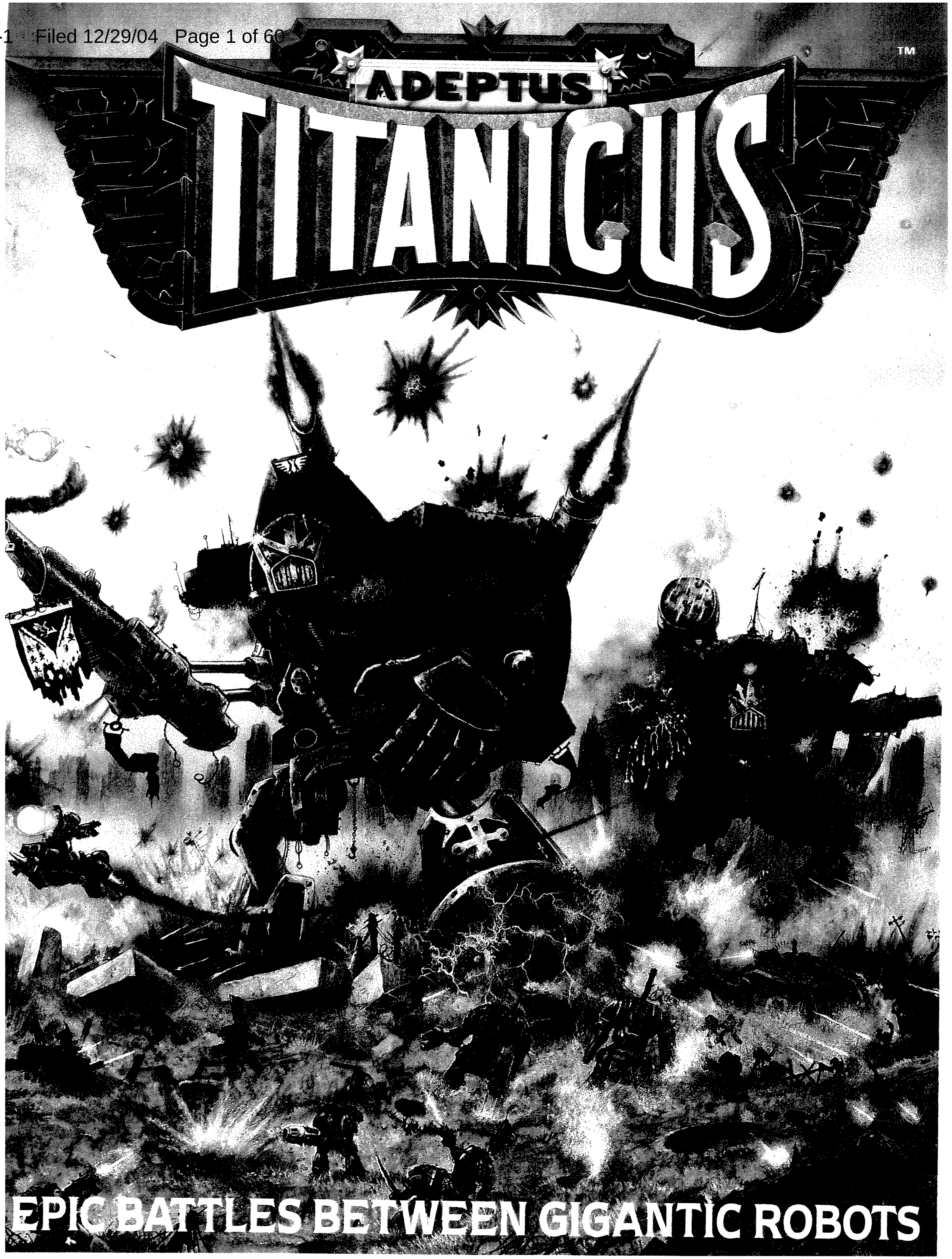
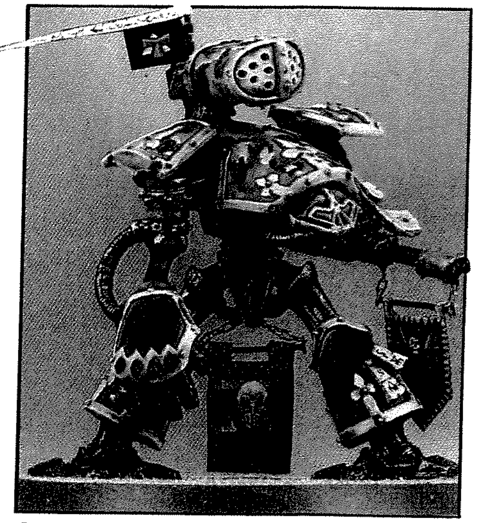
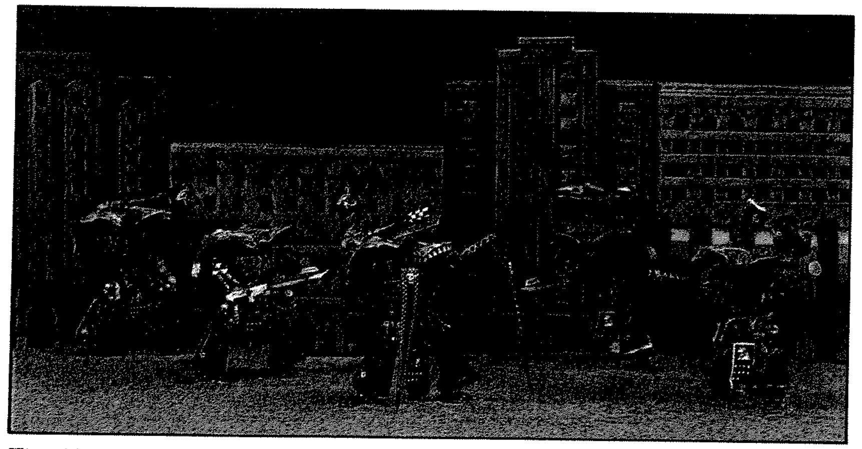

ADEPTUS
TITANICUS
™
EPIC BATTLES BETWEEN GIGANTIC ROBOTS

ADEPTUS TITANICUS™

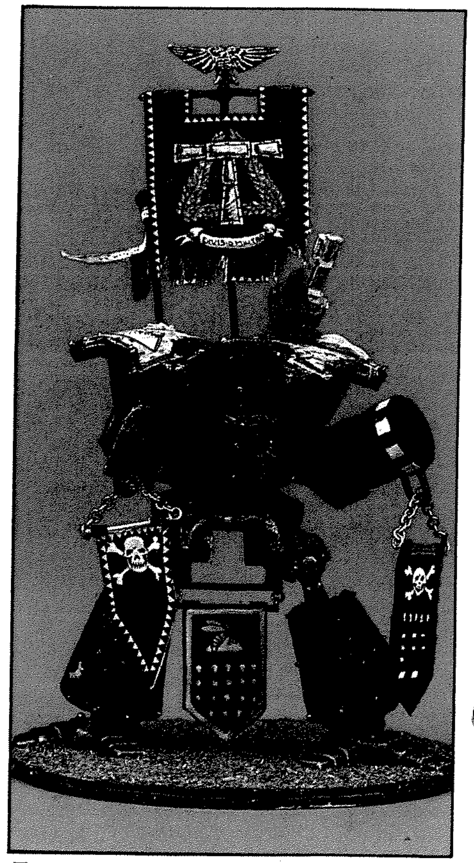
There are many Orders of Titans in the Divisio Militaris - each has a unique colour scheme and a variety of banners. The end of the book has some simple guidelines to help you paint your Titan models. When reading these, refer to the colour Titan photographs for ideas and inspiration - note the techniques the Games Workshop figure painters have used to achieve the various effects described.



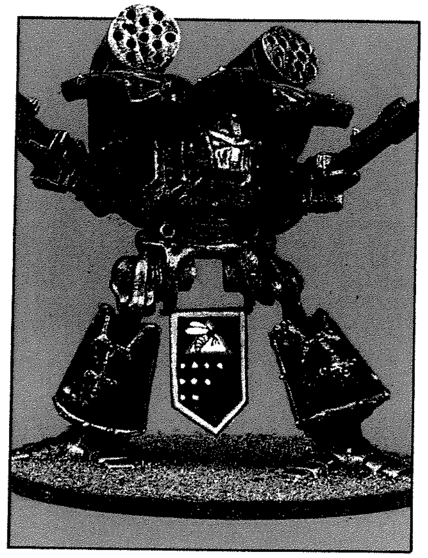
Imperial Reaver Class Battle Titan - note the Purity Seals on the leg plate and carapace denoting the Titan's freedom from corruption and heresy.



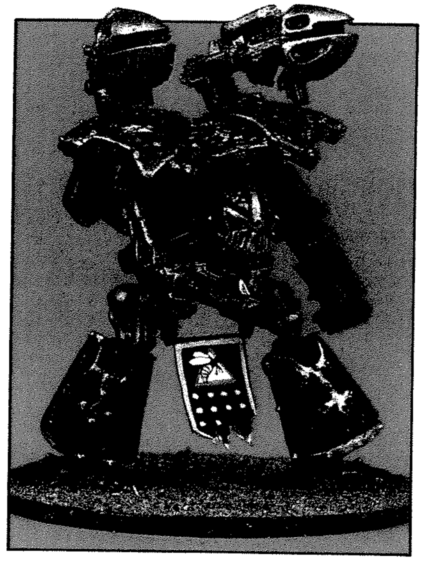
Three Titans of the rebel Deaths Heads order attack a pair from the loyalist Fire Wasps.



The large Divisio Militaris parade banner on the back of this Eclipse Titan indicates the presence of a high-ranking commander.

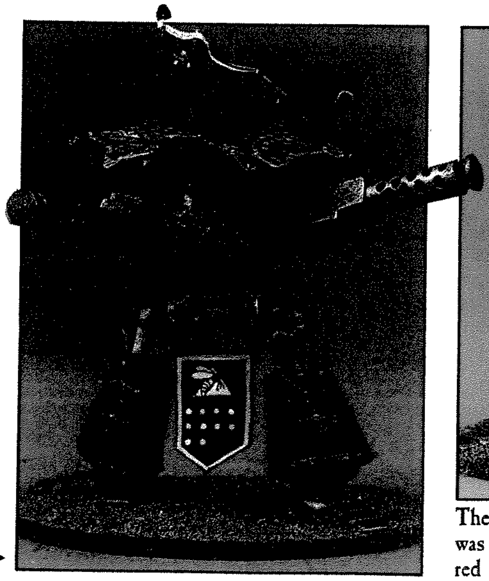


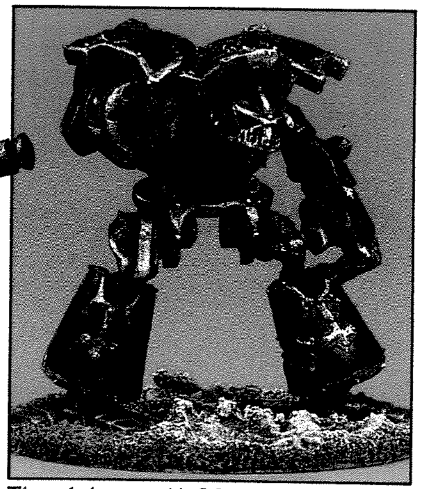
Nemesis Titan of the Fire Wasps with twin carapace-mounted multi-launchers and a pair of defence lasers.



Fire Wasps Death Bringer variant armed with two plasma cannons, defence laser and powerfist.

The pennant on the Divisio Militaris back banner of this Death Bringer shows that it has fought against the rebels during the Horus Heresy. ▶





The red sheen on Aly Morrison's Night Gaunt was achieved by applying successive coats of red ink glazes and varnish.

ADEPTUS TITANICUS

The Orders of the Adeptus Titanicus are the iron fist of the Emperor's rule. A velvet glove would serve no purpose.

- Grand Master Augrim, Divisio Militaris Order of Imperial Eagles

For ten thousand years the Imperium has warred on its enemies. War is the universal state of Man; peace is only a brief time of preparation for further fighting. Alien races strike at the Imperium's frontier systems. Rebellion and treachery are commonplace on millions of colonised worlds. The Traitor Legions, confined for millennia in the desolate Eye of Terror, chafe and probe at the Imperium. And in the eddies and storms of warp space, forces and creatures of darkness are stirring.

The wars can have no end, for that would be the end of Man. In its perils Mankind has one guide: the Emperor. In his care rests the fate of humanity. At his right and left hands are the weapon and shield of Mankind, the forces of the Imperium - the mighty Titans of the Adeptus Titanicus.

Titans are the supreme fighting machines of the Imperium, giants with skins of adamantium. They are crewed by devoted warriors; armed with the mightiest weapons Imperial priest-sceintists can devise; and armoured by Void Shields, barriers of almost impenetrable energy. Through the Imperium and beyond, nothing inspires the same kind of awe.

Using the rules and models in this box, you will be able to re-create some of the greatest Titan battles of Imperial history: the campaigns of the Horus Heresy and the Great Scouring of the Imperium which followed. By adding one or more of the **Adeptus Titanicus** expansion games, you will be able to introduce infantry, Imperial Space Marines, Dreadnoughts, Rhino and Land Raider armoured vehicles and huge alien fighting machines. This box is only a beginning to epic warfare in the **Warhammer 40,000** universe!

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This rulebook has been punched with holes to allow easy storage in a Games Workshop ring binder. Remove the staples from the book and separate the pages, then cut down the centre foldline of each sheet with a pair of scissors.

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THE IMPERIUM

For ten thousand years the Imperium has ordered the lives of men. For ten thousand years Mankind has been protected against threats that abound in the hostile universe. For ten thousand years the Emperor has guided, ruled, guarded and dominated. For ten thousand years this immortal being has sacrificed himself, becoming the altar of humanity's hopes for the future. For ten thousand years the Imperium has endured; established out of strife and discord, a bastion in the darkness.

More than 25 millennia ago, humanity first looked to the stars and began the great exploration of nearby space. Limited at first to sub-light travel, colonisation and conquest proceeded at a snail's pace. Generations could live and die on the great interstellar voyages without ever seeing their destinations. Colonies were forced into independence; aid took centuries to arrive, if it came at all.

With the discovery of the *warp drive* came the great expansion. Mankind was freed from the need to spend generations travelling between the stars. The subsequent discovery and refinement of the *navigator gene*, which allowed pilots to make longer and more accurate warp jumps, merely confirmed the trend. Within centuries, rather than the millennia which had been assumed necessary, humanity burst from its confining systems, spreading out into the galaxy. And with expansion came alien contact and, with grim historic inevitability, the first Alien Wars. The pattern was set.

As humanity moved into the galaxy, the *Dark Age of Technology* brought seemingly unstoppable progress. Humanity's machines achieved incredible levels of sophistication. There seemed nothing that Man could not do, even as humanity began to splinter into smaller groups. Some were cut off in remote parts of the galaxy. Others deliberately isolated themselves, using their power and knowledge to make war on their enemies, human and alien alike.

It was at this time, that the psykers - humans capable of using psionic powers such as telekinesis and telepathy - first arose in the midst of humanity. The trigger for this emergence has never been determined, but psykers were recorded on almost every planet known to man. Untrained and unprotected, many went mad or fell prey to non-psychic men; uncounted millions were burnt as witches, destroyed by ignorance. More fell prey to creatures - Daemons - from warp space, beings which fed upon their minds and bodies. Civilization crumbled as ignorance and madness replaced enlightenment and technology. The Dark Age of Technology ended; the *Age of Strife* was born.

For more than five thousand years warfare tore humanity apart. Alien and human, all enemies were as one. The loose confederation of human space was shattered by local wars on every scale: nation battled nation, planet fought planet, system laid waste system. Outspacers and aliens plundered the ruined worlds. Abandoned or cut off by warp storms, human colonies fell victim to local conditions. Terraformed worlds reverted to their natural condition and as they did so, humanity suffered. Through chance and depleted gene-pools, some colonies underwent a forced evolution, producing new successor species: the stocky Squats, the powerful Ogryns and the Beastmen. Other colonies simply reverted to savagery under the combined pressures of alien raids, ecological disaster, psychic madness and technological failure.

Only the worlds where psykers were rigorously suppressed survived intact. The retrenchment of Man was almost total.

At last, as so often happens, a single man, a conqueror, emerged from the darkness. The Age of Strife and its bloody wars were brought to an end. The Imperium of Man was founded as human systems were reconquered and returned to the mainstream of humanity of their own accord.

The Emperor re-united humanity under his banner. For ten thousand years this immortal being has ruled the Imperium.

His rule is harsh and uncompromising, but it is only under his guidance that humanity has survived. The spectre of a new and more terrible Age of Strife is ever present; the threat from the enemy within is matched only by the aggression of the enemy without. The Emperor stands between humanity and extinction.

Only when the Imperium was still new, during the Horus Heresy, was the Emperor's supremacy seriously challenged. In the 31st Millennium, the forces of the Imperium turned against the Emperor, and humanity tottered on the brink of disaster.

THE GALAXY OF THE IMPERIUM

Although only modest in size, the galaxy contains around four hundred thousand million stars. Of these, only a fraction are orbited by planets which are habitable or within human tolerances. And of these few, still fewer have been investigated and settled by humanity. This 'few', however, numbers millions of worlds and systems; the exact number is unknown.

It is simply impossible to count the systems where humanity or one of its sub-species can be found. New worlds are constantly being discovered and added to the Imperium but, even so, no end is in sight. It is doubtful that humanity will ever manage to explore its home galaxy, let alone any others.

The vast size of the galaxy and the Imperium means that much of what has been explored is itself remote and unknown. Distance alone can defeat even faster-than-light *warp drive* spacecraft. This limits the rule of the Imperium to no more than a fraction of the galaxy.

Without the warp drive the Imperium and its civilization could not exist. Spacecraft equipped with warp drives can, under the guidance of a specially gifted Navigator, move into, across and out of warp space. By doing so, a spacecraft can move hundreds or thousands of light years in only a few hours. And the power to move such distances is also a power that wins battles and maintains empires: a troop-carrying space barge can make the same journey with equal ease.

WARP SPACE

The navigation of warp space is the power that binds the Imperium into a single political unit. But what is warp space?

Warp space is a a separate and complete universe that exists besides our own reality. For every point in real space, there is a corresponding location in warp space. The two universes are intimately connected. However, simply because two locations are separated by tens of light years in reality the same does not hold true for the common points in warp space, which effectively might be only a few miles apart. It is therefore possible to jump into warp space, move a short distance, and then emerge into reality many light years from the starting point.

Spacecraft and their guiding Navigators find their way across warp space by using the Astronomicon, the psychic beacon of the Imperium. Maintained by the Emperor's will, the Astronomicon shines across reality and warp space. It gives Navigators an accurate fix on Terra, enabling them to steer spacecraft safely through the currents of warp space.

In warp space, however, nothing is ever straightforward. It is a universe filled with cross-currents, eddies and whirlpools of power. Warp storms can flare up in seconds, blocking travel through huge reaches of the warp. These storms can last for millennia or be gone is seconds, but while they exist travel to some parts of the real universe is impossible through the affected areas of the warp.

Warp space is also linked to psychic phenomena. Within the Adeptus Astra Telepathica and the Adeptus Mechanicus there are scholars and theorists who argue that all psychic power derives from the warp. Certainly, the relationship between warp space and real space is a complex one, and not fully understood by the research theologians of the Imperium.

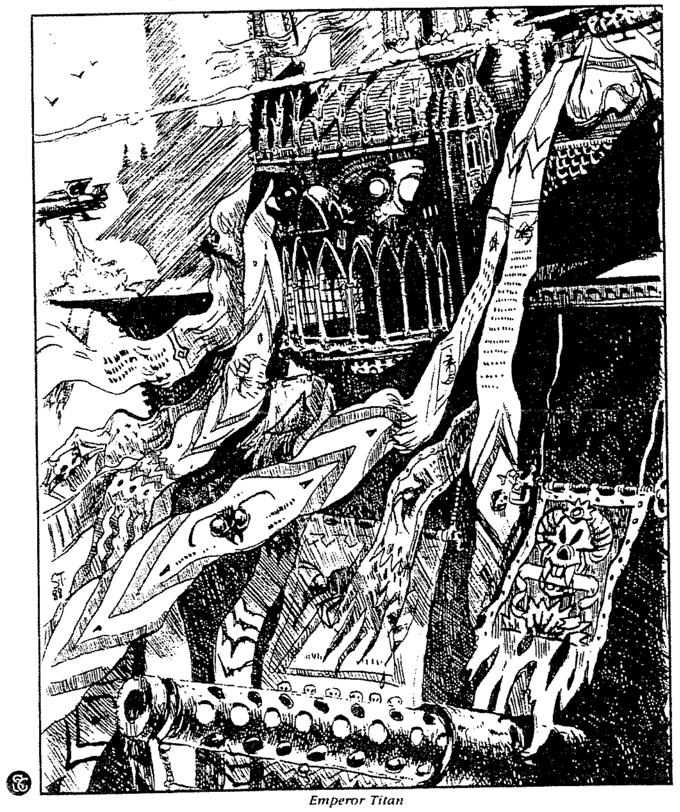
TITANS

Titans are immense fighting machines, mechanical humanoid warriors up to 100 feet tall. They instill terror by their mere presence, and little can equal their armament. Few enemies, apart from another Titan, can stand against one.

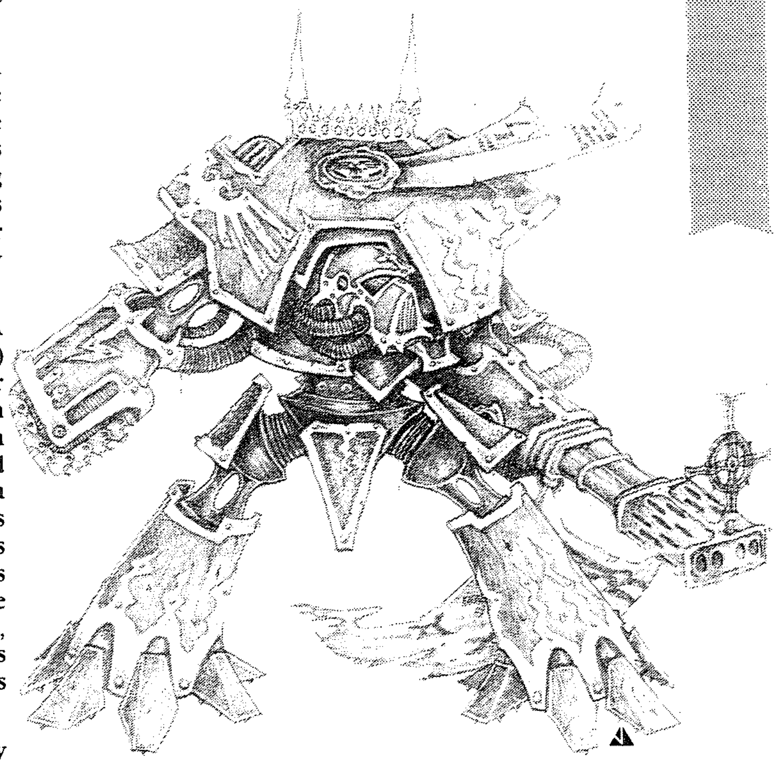
Titans are powered by comparatively old-fashioned plasma reactors. Although rarely used in the Imperium since the Dark Age of Technology, nothing else can provide the power needed by a Titan. The Titan's Void Shield Generators alone require such huge amounts of energy that nothing else will suffice. Even the tight operating margins of a Titan's plasma reactor - and the conseqences of a melt-down or runaway reaction - are a small price to pay for the energy needed.

The Void Shields are the Titan's main line of defence. A Shield absorbs damage until its Void Shield Generator (VSG) becomes overloaded. Cut-offs prevent the Generator burning out when this happens, and the Void Shield then collapses. However, once the excess power has has been drained off, the Generator can be restarted, raising the Void Shield once more. Where possible, Titans carry a sufficiently large VSG so that, in theory, some of its sheilds will be operable at all times. In practice this may not always be the case, and once a Titan has lost its Shields it is vulnerable. In emergencies the Princeps can override the VSG cut-offs, pushing the Shields to their limits. If it works, this risky tactic can defeat almost any attack. If it fails (as is most likely), the Princeps will reduce his Titan's defences to pools of useless, molten slag.

The plasma generators also provide the power for many of the weapons; power transmission is via hydroplastics coupled to actuators. These operate the weapon systems and other facilities throughout the machine. A Titan's limbs are moved by electrically-motivated fibre-bundles which function very much like muscles.



Emperor Titan



TITAN TYPES

Titans are divided into a number of broad *types*, depending on their size and function. *Battle Titans* and *Emperor Titans* are among the most numerous, but there are lesser types, such as the dreaded *Psi-Titans*, and the fast, lightly-armed *Scout Titans*.

Battle Titans stand between 40 and 80 feet tall. Each Battle Titan is protected by up to six Void Sheild Generators, and armed with a a variety of weapons. Thus armed and armoured, these powerful fighting machines are the workhorses of the Military Orders of the Collegia Titanica.

Emperor Titans are taller - some 70 to 100 feet tall - and considerably bulkier. They can carry even more Very Heavy Weapons than Battle Titans, making them fearsomely destructive machines. These massive Titans are among the most powerful forces deployable on a planetary surface. Emperor Titans have another, equally important function: they are huge, mobile temples of the Imperial Cult. The Executive orders use them to bring the word of the Imperium and the *pax Imperia* to isolated worlds.

All Titans are split into a number of classes according to their basic design. By far the most common class of Battle Titan is the *Warlord*, and this is the type represented by the models in this box. For longer than there has been an Imperium there have been Warlord class Battle Titans, and millions have been built to the design. It is popular with all the Military Orders of the Collegia Titanica; its well-known handling characteristics and capabilites also make it an ideal test-bed for the new devices of the Research Orders of the Divisio Investigatus.

Finally, each class has a number of *variants*. The variant type of a Titan is determined by its armament pattern. There are, for example, four main variants of the Warlord class Battle Titan: the Night Gaunt, Eclipse, Death Bringer and Nemesis. As you will see from the *Titan Data Cards*, these are the four types of machine covered in the game: sufficient plastic components are provided so that any of these variants can be represented in a game.

TITAN CREWS

Each Titan is operated by a crew of three to five, all of whom are linked to their machine through mind-impulse units.

A Titan crew is commanded by a *Princeps*. It is he who controls the movement of the Titan. The Princeps need only think that he is walking, running, or whatever: the mind-impulse system and the fibre-bundle muscles do the rest, traslating his thoughts into movement by the Titan. He has charge of the Titan's defensive systems, deciding when (if at all) to overload the Void Shield Generators.

He also co-ordinates the actions of the *Moderati*, the ordinary crewmen who control the Titan's weapon systems. It is the task of the Princeps to direct the awesome firepower of the Titan; each Moderatus must make sure that his assigned weapon is functioning correctly and accurately.

The crew are protected within support bubbles that can be ejected from the Titan in an emergency. Each support machine includes data and view screens which display weapons readouts, outside views and target information. Manual controls for use in the event of a mind-impulse failure are also provided.

Mind-impulse links the crew and the Titan on the most intimate level. Thoughts become the actions of the Titan; a crew member need only imagine a weapon firing or the entire Titan moving for the systems to carry out his mental orders. The Titan becomes the crew's body while they are linked to it. For the most part, feedback dampers prevent the crew from feeling damage suffered by the Titan. Failure in these systems is fortunately rare, for the crew then suffer terrible pseudo-injuries and pain as the Titan is damaged.

Casualties among inexperienced Titan crews are high, but if a crew can survive one or two battles its combat life expectancy increases by several orders of magnitude. Titan crews become fatalistic, slightly paranoid and utterly savage towards the enemies of the Emperor.

Crews are also allowed a certain amount of licence in their behaviour; minor infractions of rules by Titan moderati are often ignored. The Military Orders in particular see themselves as an elite, who are not bound by the same petty rules and regulations as lesser warriors. The bounds of what is acceptable are well understood by each Princeps, and while the behaviour of his crew can be as idiosyncratic as desired, its loyalty must never be in doubt.

Finally, the best Titan crews who have survived several campaigns and several hundred hours in combat are eventually taken out of line units. They are given supposedly easier, but more prestigious duties with the Divisio Telepathica or as the personal crew of the Grand Master.

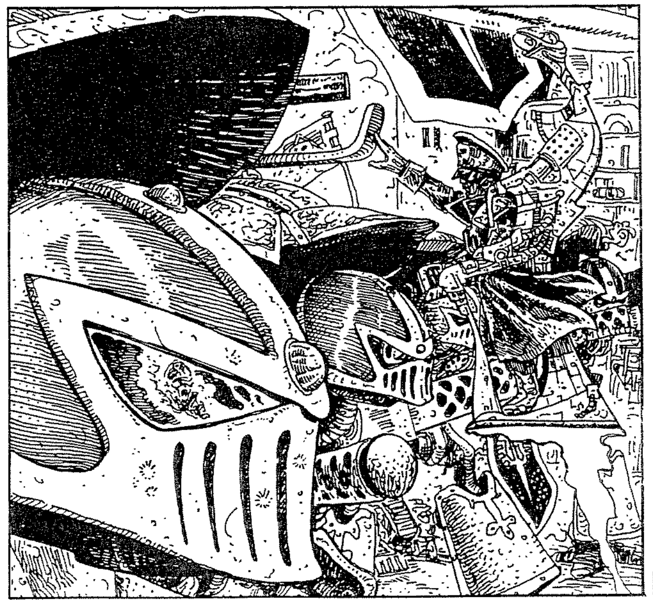
THE COLLEGIA TITANICA

The history of Titans is very ancient indeed. Titans have existed throughout the history of the Imperium and for long before its founding, before even the Age of Strife. Titans were in use during the Dark Age of Technology and the first Alien Wars; at that time each human colony had at least one Titan Legion, and many had dozens deployed in their defence. During the Age of Strife these Titan Legions were then turned against each other in the savage and destructive wars that tore mankind apart.

It was during the Age of Strife that the knowledge needed to maintain the Titans was lost, and their use became increasingly rare. By the time of the Imperium only one group knew how to build, maintain and operate the Titans - the tech-priests of the Adeptus Mechanicus. Within the Adeptus the knowledge was concentrated in one of its fighting arms: the *Collegia Titanica* or, to give it its full title, the Adeptus Mechanicus Collegia Titanica. This technological priesthood is also known as the *Adeptus Titanicus*, a contraction of its full name.

The Collegia Titanica/Adeptus Titanicus was organised from remnants of old Titan Legions. In the wake of the Horus Heresy and the defection of many of the Titan Legions, a new organisation of guaranteed loyalty was required. Independence in thought and deed was abandoned or rigorously monitored. The new Collegia's part in this was to sweep away the old Titan Legions, gathering the remaining Titans into a single force whose loyalty could be assured. The reorganisation was a success: since the time of the Heresy the Emperor and his Administratum have had little cause to worry over the Collegia.

The Collegia has four branches or *Divisiones*: the *Divisio Militaris*, the *Divisio Mandati*, the *Divisio Telepathica* and the *Divisio Investigatus*. In turn, each Divisio is divided into a number of *Orders*, some of which have already been mentioned in passing. The Orders are the basic, self-contained units of the Collegia, comparable to the Chapters of the Space Marines. Each Order is commanded by its own Grand Master, has its own uniforms, insignia, colours and rituals. All, however, have a common bond of loyalty to the Emperor.



THE DIVISIO MILITARIS

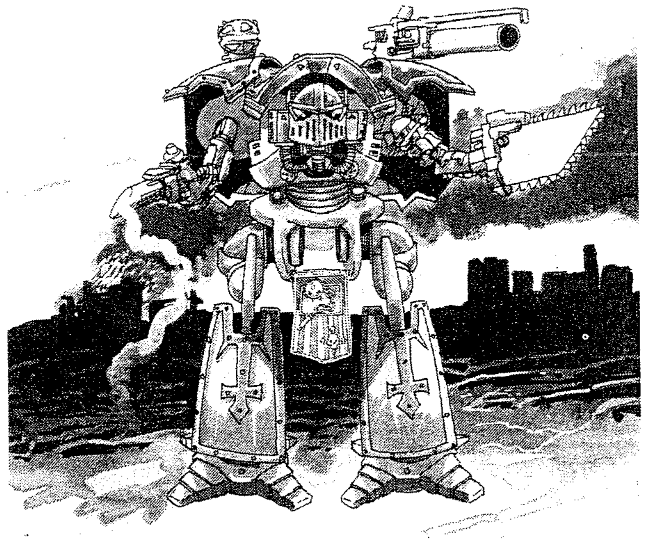
The Orders of the Divisio Militaris, usually referred to simply the Military Orders, are the successors of the old Titan Legions from the Age of Strife. Many can trace their unit histories back beyond the founding of the Imperium to those troubled times.

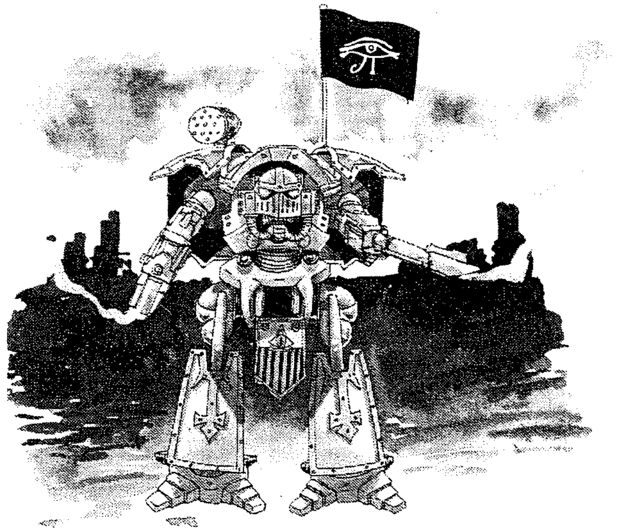
Used when a swift, clinically precise, strike by a Space Marines Chapter of the Adeptus Astartes would be inappropriate, the Military Orders are the cutting edge of the Collegia. Each Order is based on its own *Forge World*, and includes many ground combat troops and support staff in addition to its Battle Titans. Some of the Military Orders are highly specialised forces, created to deal with siege works or combat in exotic planetary atmospheres, for example.

No Order, however, is allowed to have its own space transport; it is a matter of Imperial policy that this must be provided by the Imperial Fleet. Transport is denied to the Military Orders for good, if historical, reasons. During the Horus Heresy more than half of the Titan Legions joined the rebellion. With their own transport ships they were able to fight mobile campaigns, and Titans even took part in the siege of the Imperial Palace. In the reorganistaion that followed the Heresy, the Military Orders were deliberately made reliant on the Fleet for transport; deprived of mobility, rebels could be quickly isolated and destroyed. By and large, the policy has been a success.

Over a hundred of the Divisio's Orders are stationed near the Eye of Terror to combat the Chaos-Titans of the banished Traitor Legions. The remainder are scattered at strategically important sites across the Imperium.

The models and rules in *Adeptus Titanicus* are concerned with the Divisio Militaris, which accounts for the vast bulk of those Titans that are still operational.





THE DIVISIO MANDATI

The Executive Orders of the Divisio Mandati travel in vast, floating temple-spaceships, bring the *pax Imperia* to the isolated worlds of the Imperium. Each temple ship carries between two and five of the immense Emperor Titans, plus priests, regular troops, maintenance adepts and other support personnel.

In turn, each Emperor Titan is a self-contained unit carrying members of the Adeptus Arbites, the Inquisition, and the Adeptus Terra. It is their task to bring the *pax Imperia* to all the worlds in their care. With an Emperor Titan as a platform, Imperial servants can be persuasive; and where persuasion fails, firepower enforces the Imperial Will.

Some of the Executive Orders never move beyond the boundaries of the Imperium, having a regular diocese under their peripatetic care. Others specialise in taking the word of the *pax Imperia* beyond the boundaries of Imperial space. These Missionary Orders, often operating in support of Rogue Traders, are the elite of the Divisio Mandati.

THE DIVISIO TELEPATHICA

The Divisio Telepathica operates the dreaded Psi-Titans, and is somewhat smaller than either the Divisio Militaris and Divisio Mandati. The Telepath Orders, each operate from a secret Forge World near the heart of the Imperium.

THE DIVISIO INVESTIGATUS

The Divisio Investigatus comprises a number of Research Orders. It is their task to construct the Titans used by all the *Divisiones*, and to devise and test improvements and upgrades. The whole of the Divisio is based on the Adeptus Mechanicus' workshop planet of Mars, in the Imperial capital system. It is not unknown for a Research Order to take the field in order to test out its new designs under proper combat conditions.

THE IMPERIAL HIERARCHY

The Emperor is the undisputed Master of Humanity. Ageless and ancient, he lived in hiding among men for millennia. After the founding of the Imperium, he emerged as Mankind's most powerful psyker, who had no need to fear any warp creature or personal threat.

Wounded during the Horus Heresy, the Emperor ordered a life-support machine of incredible complexity to be built, the Golden Throne. As soon as it was completed, he was placed within its confines, where he has remained for ten millennia, sustained by life-energy drained from millions of human psychics. His will maintains the navigation beacon of the Astronomicon and binds humanity together.

On a year to year basis within the Imperium the Emperor's Will is carried out by two collosal organisations: the Inquisition and the priesthood of the Adeptus Terra. Tens of millions of adepts, scholars, priests, soldiers, governors and Inquisitors exist only to serve.

The Inquisition is the only group that lies outside the control of the Adeptus Terra. Answerable directly to the Emperor, the Inquisition is the watchdog of the Imperium. Its Inquisitors hunt down the dissenting, the corrupt and the inefficient within the Adeptus priesthood. They are also charged with scouring the Imperium for rogue, untrained psykers and with seeking out alien threats beyond the Imperium. To aid them in their duties, Inquisitors are granted tremendous power and independence of action; few Imperial servants would dare deny any request made by the Inquisition.

The Adeptus Terra has charge of everything else in the Imperium, from the disposition of the Imperial Fleet, to ensuring the grain harvest on the remote and insignificant world Landfall III. It is sub-divided into countless, sometimes rival, often secret, bureaucracies, departments and sub-sections. The most important of the visible organisations are:

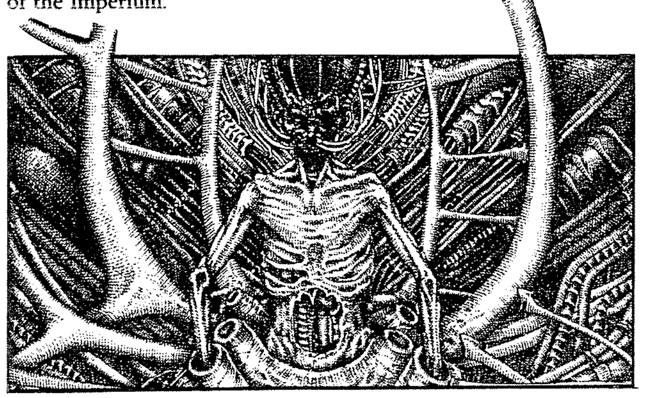
The Administratum - the largest single part of the Adeptus Terra. This vast bureaucracy is responsible for the Imperium on every level. It is the adepts of the Administratum who apply policy, organise war fleets, levy taxes and carry out the million other necessary details of the Imperial Will. The best servants of the Administratum are appointed as *Imperial Commanders*. These planetary governors are responsible to the Imperium for a single planet; they are given a relatively free hand, providing tithes are paid and their loyalty is firm.

The Adeptus Custodes are the Emperor's personal bodyguard. An elite force, they have never left Terra since the Emperor's confinement to the Golden Throne, and are now rarely seen outside the Imperial Palace.

The Adeptus Mechanicus, the tech-priests of the Imperium, are the guardians of humanity's technology, must of which dates from before the Age of Strife. The tech-priests work on the recovery of technical data that has been lost and the maintenance of existing knowledge. They also provide support to the Imperial Guard, the Fleet and for their own fighting arms, including the Titans of the *Collegia Titanica* (see **The Collegia Titanica** for more information).

The Adeptus Arbites are the Imperial police and justices, the enforcers of Imperial Law throughout space. It is their responsibility to police all planetary governors and planetary police forces.

Finally, *The Adeptus Astra Telepathica* is a cadre of powerful psykers. Lesser psychics are sacrificed to the Emperor and used to power the Astronomicon. The very best are retained and inducted into the ranks of the Astropaths where their skills can be used in the service of the Imperium.



WR

WR

THE WARRIORS OF THE IMPERIUM

The teeth of this governmental machine are the armed forces of the Imperium. The Imperium's might is concentrated in the Guard, the Fleet, the Adeptus or Legiones Astartes and the Collegia Titanica, which is discussed in a separate section of this book.

The Adeptus Astartes, the *Space Marines*, are the finest warriors ever created by humanity. There are one thousand Chapters, each of one thousand Marines, a mere million battle-brothers. Their worth, however, is not measured by numbers alone - Marines are devout and deadly warriors, capable of awesome destruction. Chapters can move quickly to nullify a threat, supported by the own transport, vehicles and heavy weaponry. If Titans can be likened to a bludgeon in the hands of the Emperor, the Space Marines are a cutting edge to be used with clinical precision.

The Imperial Guard is recruited from the elite of the Imperium's planetary armies. The sheer number of regiments in the Guard staggers the imagination; it is a truly vast force, with tremendous capabilities. In terms of savagery or dedication the Guard cannot match the Space Marines, but their numbers are an adequate compensation. As well as its combat troops, the Guard has enormous resources in the shape of vehicles, battle machinery and support personnel.

The Imperial Fleet is the third part of the Imperium's military might. It provides both a space-going navy and the transport for the rest of the Imperium's armed forces. It also has a large share of other interstellar transport within the Imperium; independent private ships do exist, but these are comparatively rare.

There are other forces within the Imperium and beyond its boundaries, the most noteworthy being the *Rogue Traders*. These are a group of highly privileged individuals who roam the galaxy as condotteri, explorers, privateers, conquistadors and, occasionally, merchant princes. Rogue Traders have no formal military rank, but they often receive detachments of Space Marines and Imperial Guards as a private army. With a retinue of tech-priests, Inquisitors and psykers, a Rogue Trader can be a formidable conqueror, even without the occasional backing of the Collegia Titanica.

More information on the Emperor, the Imperium of Man and its universe can be found in the **Warhammer 40,000 Rogue Trader** rule book.

THE HORUS HERESY

Ten thousand years ago, when the Imperium was young and the Emperor walked among men, rebellion flared. The Imperium was split and Mankind teetered on the edge of disaster. A new age, one ruled by the forces of Chaos, began in civil war and with acts of desperation and brutality.

General Horus was regarded as the finest military commander of his age. When brave deeds were common, he was exceptional, and the Emperor eventually honoured him with the title of Imperial Warmaster, second only to the Emperor himself. Yet at the height of his powers, Horus, the hero who could do no wrong, turned against his Emperor. On the feral world of Davin, the Warmaster was possessed by a Daemon from the warp.

With a tool such as Horus, the servants of Chaos planned to destroy the Imperium and install their own puppet Emperor. Darkness would be unchecked and universally triumphant. The daemonic Horus, still respected and loved by his troops, plotted and conspired; all his skill was bent towards the destruction of the Imperium and his Emperor. The plot was eventually exposed, and thus began the *First Inter-Legionary War.*

The *pax Imperia* dissolved as news of the rebellion spread. Many Imperial units declared for Horus, attracted by his reputation, yet unaware that he had been corrupted by Chaos. Old dissatisfactions with the Emperor's rule were voiced once more, and battles erupted in system after system. For each regiment, corps and army that joined the rebellion there were those who remained loyal. The war and the Imperium hung in the balance, neither side able to deliver the crushing blow.

And then Horus struck at the heart of the Imperium. The Warmaster mounted a direct assault on Terra; the Luna defences were crushed, and the Imperial Palace itself breached. His followers, the Traitors of the Adeptus Astartes, Mechanicus and Titanicus, fought a savage campaign. No quarter was given or asked. All that stood between Horus and victory on Terra were the Adpetus Custodes, the Emperor's personal bodyguard, the Imperial Fist and White Scars Marine Chapters and the Titan Order of the Fire Wasps. The struggle for the Imperium would be won and lost in the battle for the Imperial Palace.

And on the 55th day of the battle, the Traitor Legions and their Titan allies reached the walls of the Inner Palace. Despite acts of insane valour by the loyalists, victory was within Horus' grasp. As the Outer Palace was abandoned to the rebels, the Emperor acted. An elite company of Adeptus Custodes and Imperial Fist Marines teleported into the Warmaster's command bunker. They were lead by the Emperor himself.

A brutal firefight ensued; the Emperor sustained terrible wounds and Horus was killed. As word of the Warmaster's death spread, the Traitors paused, and then fell back to their transport barges. The Emperor was carried from the field and placed in a support bubble. In the confusion of victory and defeat, however, the Warmaster's body was never found. The Sons of Horus Chapter had fled from the Palace with his remains, the signal to all that the rebellion had failed.

The Traitors fled into the Eye of Terror, a collection of dust-shrouded hell-worlds battered by warpstorms and worse. The Emperor was confined to the Golden Throne of Terra, the machine that has supported him to this day. He pronounced his judgement upon the rebels: they were to be exiled and accursed. All records were destroyed. It was to be as if the Traitors had never been part of humanity and the Imperium. Seven years of hard fighting remained, as the rest of the Imperium was cleansed of the naive rebels who had sided with the Warmaster. All were destroyed or driven into the Eye during the Great Scouring.

The Traitors have remained sealed within the Eye of Terror. Lest they should return to threaten the good order of the Imperium, its boundaries are constantly patrolled and monitored. The Imperial Fleet and the Inquisition maintain a close watch upon the doings of the Traitors, while over one hundred Titan Orders of the Divisio Militaris are assigned to worlds near the Eye. They have no purpose but to stand ready against the day when the Traitor Legions and their Chaos-Titans could once again threaten the Imperium.

For ten thousand years watchfulness around the Eye of Terror has been a constant duty, borne with quiet pride by the Emperor's servants. It is the mark of their unshakeable loyalty to the Imperium and the person of the Emperor.

A fuller account of the Horus Heresy, its aftermath and the participating Traitor Legions can be found in *Realm of Chaos.*

ALIEN RACES AND EXTERNAL THREATS

Mankind is not the only creature to have made the leap into space. During its history the Imperium has encountered - and fought - a number of alien races. The most notable of the Imperium's contacts and foes are the *Eldar* and the *Orkoids*.

In physique the Eldar are the most human-like of alien races. Roughly man-sized, but slimmer of build, these humanoids have fought against mankind in many parts of the galaxy. Their aesthetic nature and sophistication has lead them to regard men as foolish and dangerous upstarts, while the Imperium has, in turn, branded the Eldar as decadent. For example, Eldar war-machines, armour and weapons are designed to have a pleasing form as much as for a deadly purpose. They are, nonetheless, deadly fighters and determined foes.

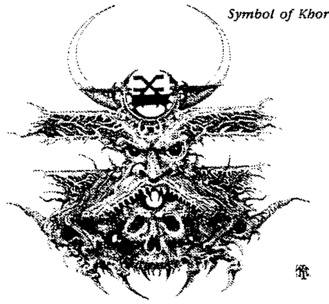
The Eldar appear to have no home worlds, but live instead in great space vessels known as *craft worlds*. Their legends tell of the Fall of the Old Race, when their planets were laid waste and only the craft world Eldar survived. Since that time they have scattered into the galaxy, occasionally drifting into contact and conflict with other races. The Eldar are usually judged by the actions of their aggressive pirates and mercenary fleets, which are encountered most often by other races. Such meetings have not encouraged understanding and tolerance of the Eldar by other races.

The Orkoids may be more than a single race; they certainly hold this belief. All Orkoids are green-skinned humanoids with brutal, cunning and violent natures. The largest of the races, called Orks, dominate the smaller and weaker, the Gretchins. All Orkoids, however, are natural fighters and raiders, and will fight amongst themselves if no other enemies are available.

Their technology is primitive and often unreliable, but Ork technicians, *mechaniacs*, are skilled in the art of dismantling stolen or captured machines and coming up with something that works most of the time. This is certainly true of their equivalent to the Imperium's Titans. The Ork machines epitomise crude technology which has been pushed to its limits, allied to a complete disregard for crew safety. Although humans despise Ork technology and its simplistic products, most have a healthy respect for its firepower.

Symbol of Slaanesh

Symbol of Khorne



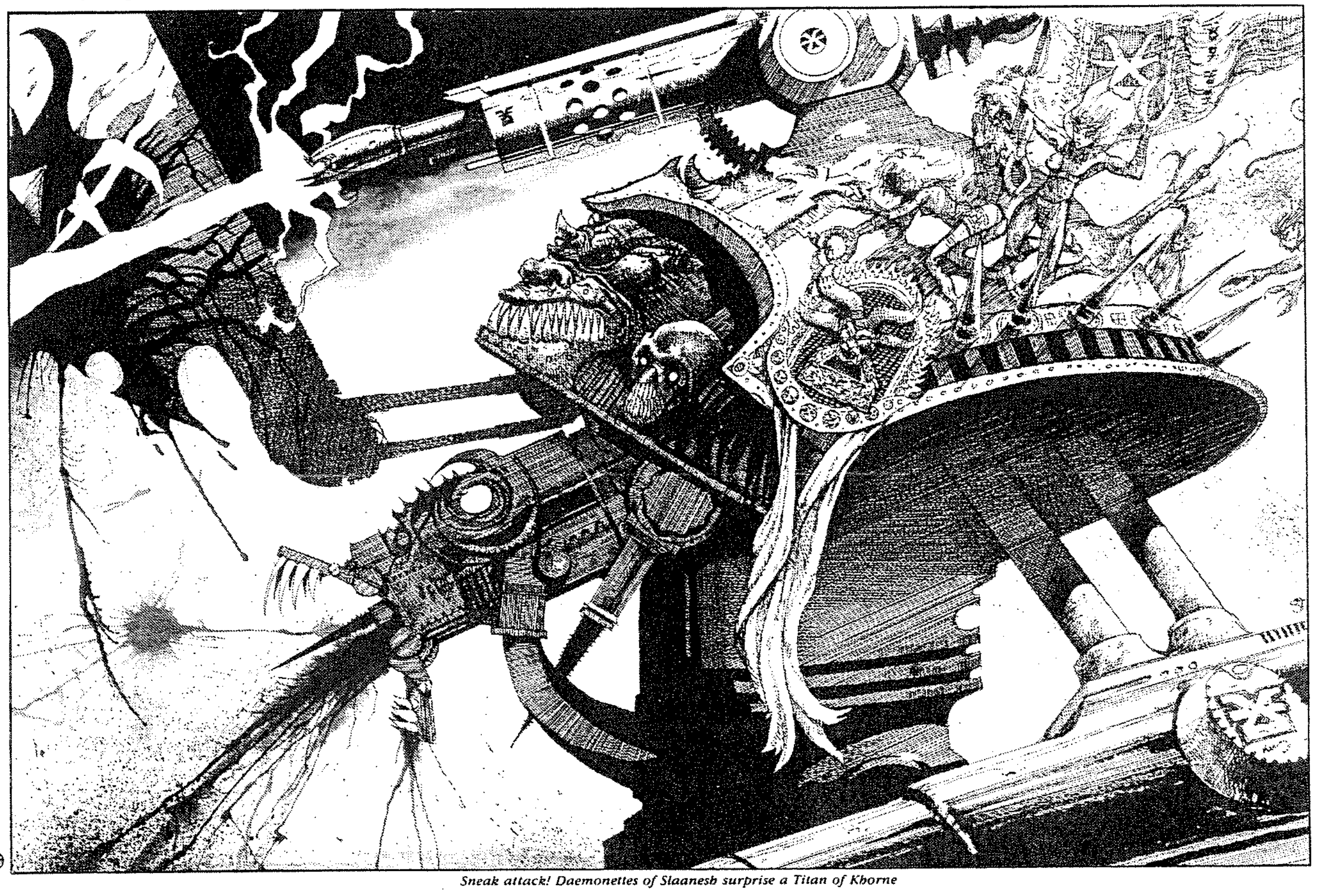
CHAOS

Mention has been made elsewhere of the malevolent psychic creatures which live in warp space. These beings have preyed upon psykers throughout human history, using them as gateways into the real universe. Accounts of witchcraft, possession and daemons appear again and again in the Imperium's most secret records, along with hints of other, darker mysteries.

Within the Inquisition there is a secret college, the Ordo Malleus, which is devoted to the combatting such phenomena. Their scholars have determined that there are four great powers within warp space, consistently identified in ancient and proscribed writings as Khorne, Nurgle, Slaanesh and Tzeentch.

The domination and possession of psykers is only one weapon in their armoury. Human perversity and greed works in their favour; there are those who, for reasons of their own, are prepared to commit the ultimate heresy and offer worship to these dark beings. They are called the great Powers of Chaos by their followers, who work for the overthrow of mankind and the triumph of Chaos.

The Inquisition's Ordo Malleus and other, more clandestine, organisations, fight a secret war against Chaos and its servants. Few know of the struggle, for to know is to risk corruption and temptation. Humanity as a whole must never learn of the battle, else the darkness would surely triumph. Ignorance is the armour of purity. The few outside the Inquisition who do have some inkling of the truth are silenced; death or mindscrubbing is their only fate.



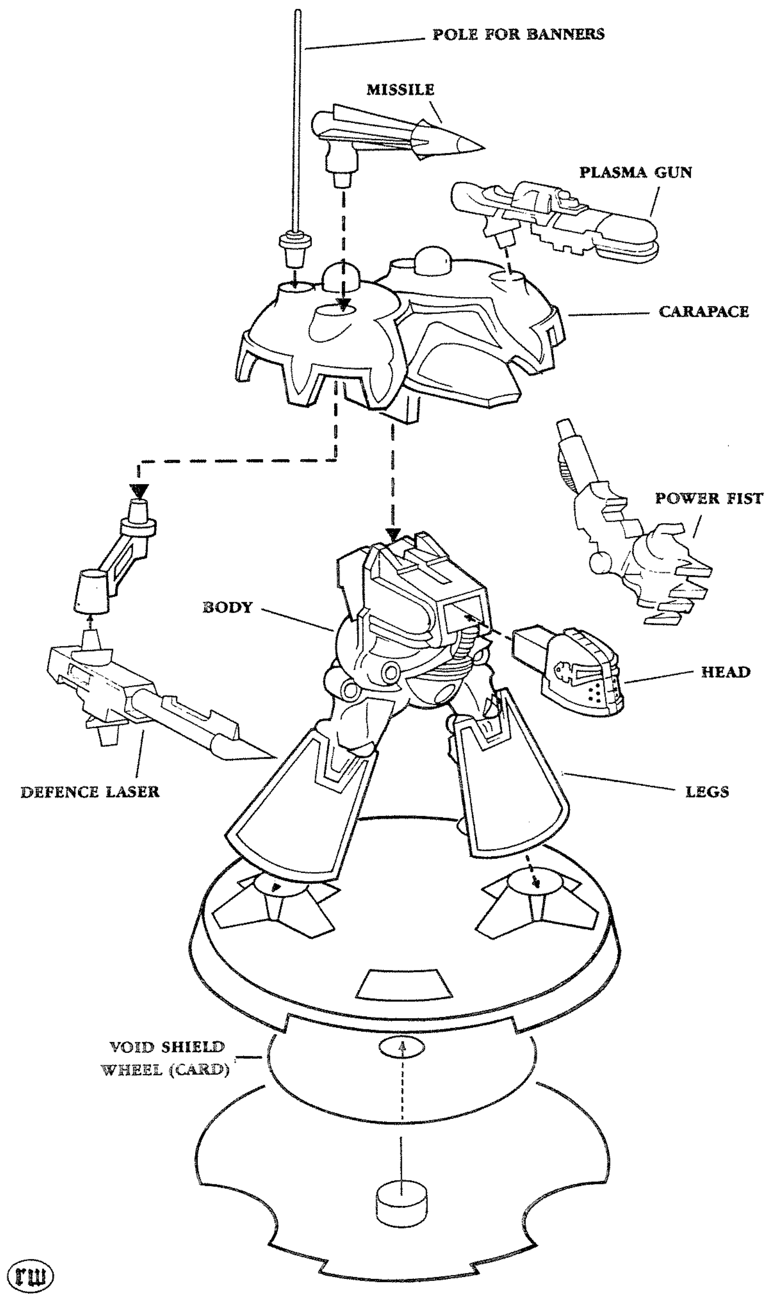
Sneak attack! Daemonettes of Slaanesh surprise a Titan of Khorne

COMPONENTS

A complete listing of the components of **Adeptus Titanicus** can be found on the back of the box.

ASSEMBLING THE TITAN MODELS

The models provided with this game are used to represent the Titans which take part in the battles you will fight. The components on the sprues allow you to field up to 6 Warlord Class Battle Titans. Remove the parts from the sprue using a pair of nail scissors or a modelling knife.


POLE FOR BANNERS
MISSILE
PLASMA GUN
CARAPACE
POWER FIST
BODY
HEAD
DEFENCE LASER
LEGS
VOID SHIELD WHEEL (CARD)

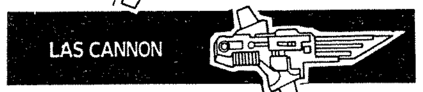
Notes on assembly: All parts can be clipped together, no glue is required. All weapons are fully interchangeable - apart from the Power Fist which only fits in the left arm. The card Void Shield Wheel is intended to be rotated between the top and bottom halves of the base.

WEAPONS

The following illustrations show the complete range of weapons available in this box.

HEAVY WEAPONS

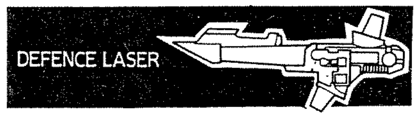
AUTO CANNON

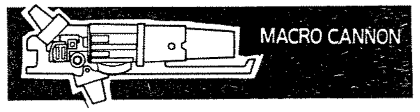


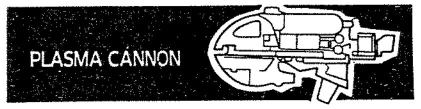
MULTI-LAUNCHER

MULTI-MELTA

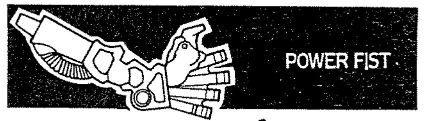
VERY HEAVY WEAPONS

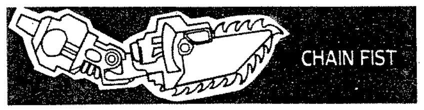

DEFENCE LASER


MACRO CANNON

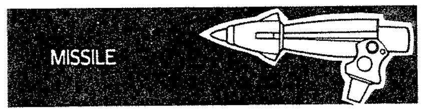

PLASMA CANNON

CLOSE COMBAT WEAPONS

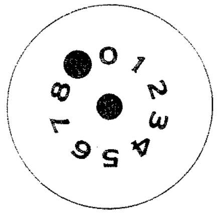




SUPPORT WEAPONS



VOID SHIELD WHEEL



The wheel in the Titan's base can be turned so that different numbers are visible through the hole in the base. It is used to record how many Void Shields the Titan has working at any time.

For example: a Death Bringer Battle Titan has four Void Shields, as shown on its Data Card. At the start of the game, the Void Shield Wheel is turned to show the number 4. If the Titan is hit during the game, its number of active Void Shields will be reduced, and the Void Shield Wheel is moved accordingly. This is explained more fully in the game rules later on.

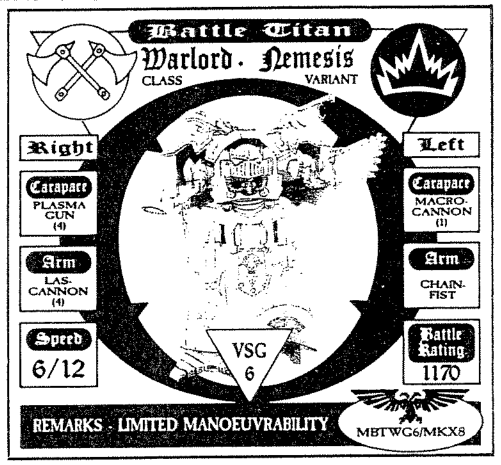
BUILDINGS

The polystyrene buildings are used to represent the terrain you will be fighting over. Keep them in the box for the time being - you won't need them until you are ready to set up the scenery for your first game.

TITAN DATA CARDS

There are literally hundreds of different classes and variants of each type of Titan (Battle, Emperor, etc) but the Titan Data Cards give you a selection of pre-designed Warlord Class Battle Titans, ready for use. Rules for designing your own Titans can be found later in this book.

A Titan Data Card looks like this:



CLASS: Each class of Titan has a name given according to the basic model design. All the models in this box are Warlord Class Battle Titans.

VARIANT: All Warlord Class Battle Titans are named according to the amount of weaponry they carry. The example here is known as a *Nemesis*.

CARAPACE: Any weapons mounted on the top of the Titan - the *left* and *right* headers are from the model's perspective. A number in brackets represents the number of *barrels* the weapon has.

ARM: Any weapons mounted on the Titan's arms - the *left* and *right* headers are from the model's perspective. A number in brackets denotes the number of *barrels* the weapon has.

VSG: The number of Void Shields with which the Titan starts the game. Note that when the Void Shield Generator is destroyed, *all* shields are rendered inoperative (see *Damage*).

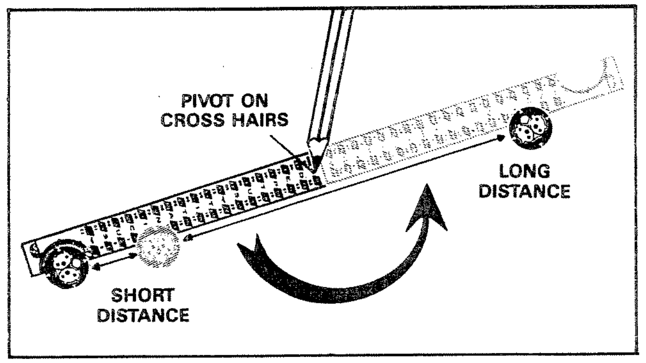
SPEED: The distance in centimetres that the Titan can move in a turn. There are two numbers, separated by a slash (/). The first number is the *Advance* distance, and the second number is the *Charge* distance. This is explained in the movement rules.

BATTLE RATING: Some scenarios let players pick their own Titans, rather than dictating which ones will be used. In these cases, players are given a number of points to spend on their forces. The total points cost of each class of Titan is given on its Data Card in terms of its *Battle Rating*. The greater the *Battle Rating* of a Titan, the more effective it is in battle.

REMARKS: Any further information about the Titan Is covered here.

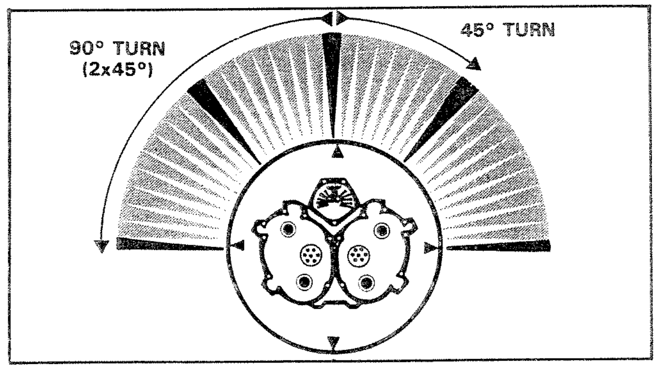
RANGE AND MOVEMENT RULER

This is a clear plastic ruler marked in 1 cm increments. It is used to measure distance for movement and weapon ranges. You should cut out the semi circle at the end of the ruler which will then double as a turning template and a weapon arc template (see below). By making a hole at the other end (in the spot shown) you can easily measure ranges over 36cm by putting a pencil point through the hole and spinning the ruler through 180°.



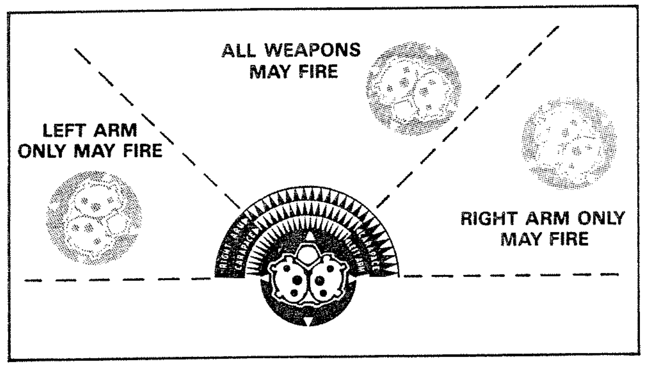
TURNING TEMPLATE

Sometimes a Titan will be allowed to make a 45° turn during its move. To measure such a turn, place the template so that the central arrow on the template is pointing at one of the arrows on the plastic base (it doesn't matter which one). The Titan may then be turned to the left or right, as long as the arrow on its base is not moved past the left and right arrows on the template.



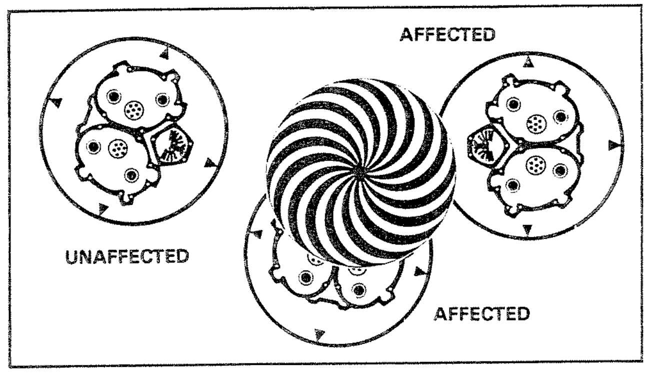
WEAPON ARC TEMPLATE

When a Titan makes an attack, it may only fire weapons that can be pointed at the target. To decide which weapons can be used, line up the arrow on the template with the arrow on the front of the Titan's plastic base. The template shows the arc over which the weapons on the Titan may make an attack.



BURST CIRCLE TEMPLATE

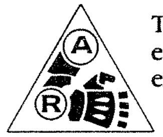
Some weapons create a huge explosion which will affect any target within the *burst radius*. When such a weapon is used, a burst circle is placed with its centre at the point of aim. Any Titan whose base falls under the template (even if only partially) is affected by the attack.



ORDER COUNTERS

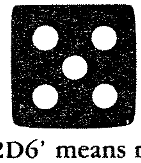
The order counters are used to record a Titan's planned action for each turn. Each Titan in the game will need four order counters, one each of *First Fire*, *Advance*, *Charge* and *Repair*. The use of order counters is explained in the *Order Phase* section.

DAMAGE COUNTERS



The damage counters are used to show the effects of damage on a Titan. Their use is explained in the *Damage* section.

THE DICE

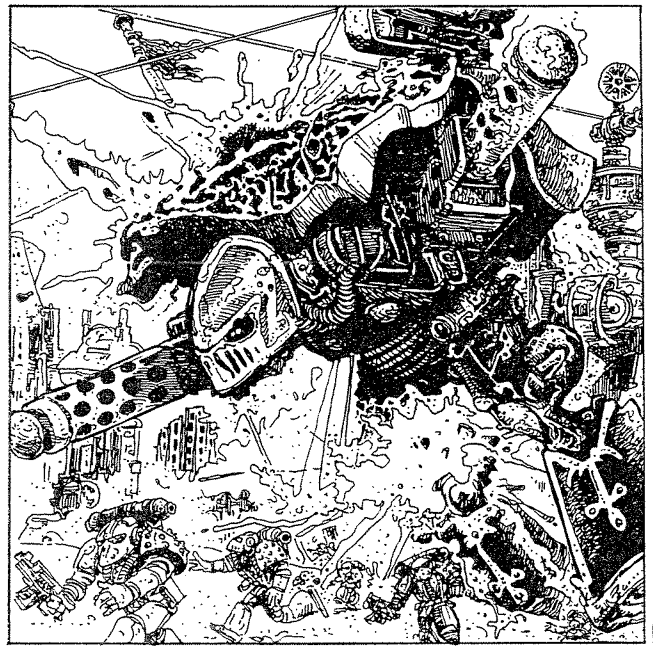


All dice rolls in **Adeptus Titanicus** are made with standard six-sided dice. Throughout the rules, the abbreviation 'D6' refers to a six-sided dice. For example, 'roll a D6' means roll one six-sided dice, and 'roll 2D6' means roll two six-sided dice.

THE PLAYING SURFACE

This is one component you won't find in the box. **Adeptus Titanicus** is designed so that it can be played on any flat surface the size of the average dining table. Larger areas can make for bigger and more interesting games - so if you have a wargames table so much the better - but as long as your table is at least 3′ by 2′ you'll be able to have an enjoyable game.

> "Used correctly, terrain is a second weapon in your arsenal, equal to your Titan itself. Make the battlefield work for you, or you will find it working for your opponent."
>
> - Grand Master Ferromort, Ordo Sinister, Divisio Militaris



STARTING THE GAME

First, read briefly through the section of this rulebook headed *The Basic Game*. Don't try to *learn* the rules as you go; just read them through so that you get an idea of where things are in the rulebook. The best way to actually learn the rules is to play the game - so let's get started!

SETTING UP

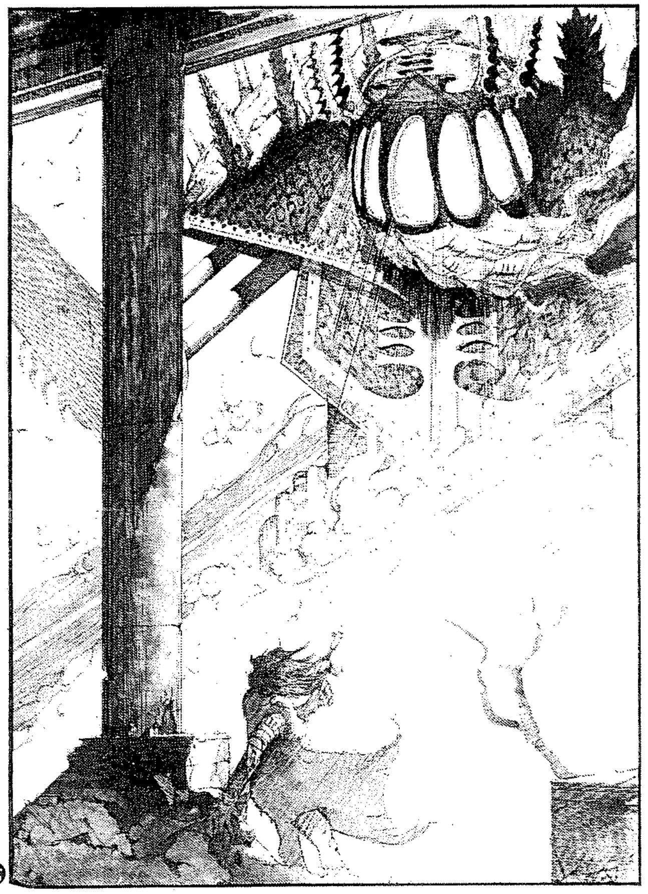
First, you will need to find a suitable playing surface. Any table or area of floor 3′ by 2′ will do just fine; larger areas are even better.

Next comes the *scenario*.

WHAT IS A SCENARIO?

A scenario is basically a set of notes, telling you all you need to know about the battle you are about to fight. It will tell you which forces are involved, which Titans each player has (or sometimes, how many points each player has to spend on Titans), what each side's objectives are, and so on. You will find a range of scenarios at the end of the basic game rules, but for your first game, we'll use the following scenario:

A lone Eclipse Battle Titan (*Battle Rating*: 630) has encountered an enemy Death Bringer class Titan (*Battle Rating*: 630). Both are far from their own forces and cannot call on any reinforcements, so the battle is a straight one-to-one fight to the finish.

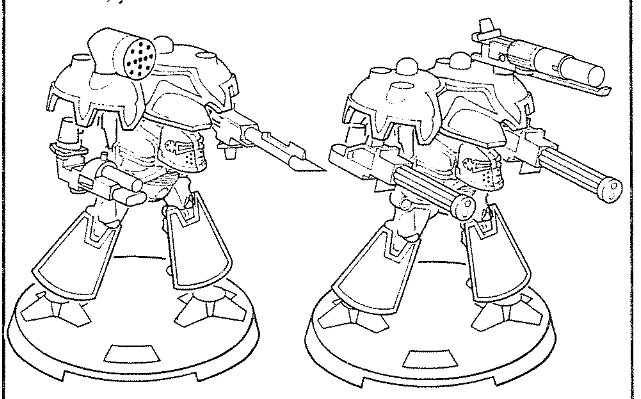


PREPARING FOR BATTLE

First, decide which player will take which side. If you can't decide, roll a dice - the player with the higher score chooses which side he wants to play and is *First Player* at the start of the battle (see below).

Next, find the Data Cards for the Titans featured in the scenario (be sure to get the Death Bringer and Eclipse Titans with the right Battle Rating - 630). Using the information on the Data Cards, build all the models you need.

In this scenario, you need one Eclipse Battle Titan and one Death Bringer Battle Titan. If you need instructions to build the models, refer to *Assembling the Model Titans* in the *Components* section. Once you've finished, you should have two models that look like this:



ECLIPSE BATTLE TITAN

DEATH BRINGER BATTLE TITAN

Each Titan needs a full set of *Order* Counters - one each of *First Fire, Advance, Charge* and *Repair*. Separate the necessary counters from the counter sheet and give each player as many as he needs.

Separate the *Damage* counters from the counter sheet and keep them handy.

Place all of the buildings in the lid of the box. Each player should take it in turn to place one building anywhere on the playing surface, until all the buildings are set up.

Finally, each player rolls a D6, and the player with the higher score may choose which edge of the playing area he will set up on. He may set up his Titans anywhere along that side of the playing area, within 12cm of the edge. The other player must then set up on the opposite edge, again within 12cm of the edge unless the scenario states otherwise.

If a specific instruction in a scenario ever contradicts these general notes, always assume that the scenario is correct.

Now, you're ready to play.

THE BASIC GAME

The rules are split into two sections: the *Basic Game* and the *Advanced Game*.

The *Basic Game* introduces all of the most important rules for the game, and the basic rules can stand on their own. They are enough for you to be able to play a number of simple but enjoyable games.

The *Advanced Game* adds more detail and complexity, but doesn't change any of the basic rules - it simply gives you more choices and options. Once you've played a few basic games, and have got the hang of the basic rules, then you'll probably want to try the advanced rules out.

MORE THAN TWO PLAYERS

Throughout the basic rules, we assume that there will only be two players. If more than two players are taking part, split into two teams and choose a scenario that has enough Titans to allow at least one per player.

SEQUENCE OF PLAY

Adeptus Titanicus uses a strict sequence of play. Each turn consists of a number of separate phases. It may seem complicated at first, but don't worry - you'll soon get the hang of it. A lot of things can happen in a turn - movement, combat, repair, and more. In real life, these things happen simultaneously, which is why combat in real life is so confusing.

Each turn in **Adeptus Titanicus** is split into 5 *phases*. During the *movement phase*, both sides move their Titans; during the *combat phase*, both sides fire their weapons; and so on. An action may only be performed in the appropriate phase; so, for example, you can't move a Titan in the combat phase.

The basic rules are laid out in the same order as the sequence of play. The best way to learn them is to read briefly through them once, and then start playing your first game. As you come to each new phase, read through the appropriate rules section and then perform any actions for that phase.

THE FIRST PLAYER

Throughout the rules, we refer to the *First Player*. The First Player is the player who goes first in any phase. Being the First Player offers both advantages and disadvantages; you will have to move your Titans first, but you also get the first shot in the combat phase. If players cannot agree who will be First Player to start, they should each roll a die - the highest score gets to choose.

In the first turn of the game, the *First Player* is the player who set up his Titans first. He takes the *First Player* marker to indicate that he is First Player. At the end of the turn, the other player takes the First Player marker, and so on throughout the game.

THE SEQUENCE OF PLAY

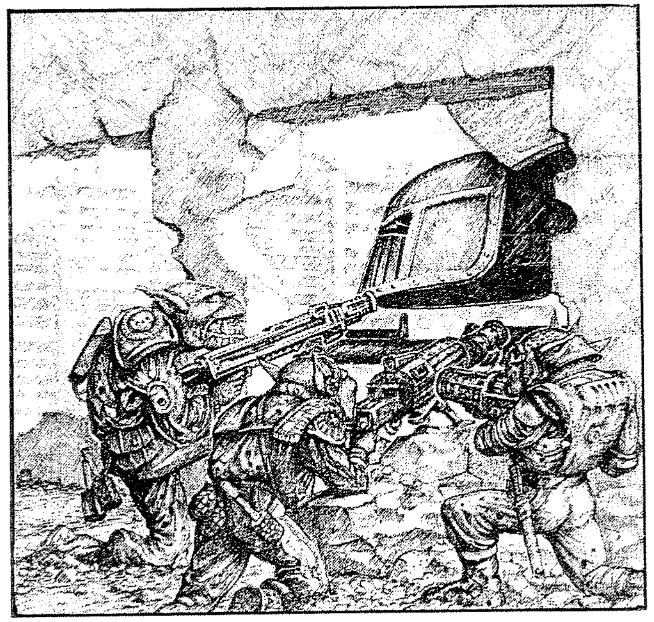
1. Order Phase
The players must place an Order counter (face down) beside each of their Titans.

2. Movement Phase
i. Titans with *Charge* orders are moved. The players takes turns (starting with the *First Player*) to pick one Titan and move it.
ii. Titans with *Advance* orders are moved, in the same way.
iii. Titans with *First Fire* orders may change facing (without moving), as above.

3. Repair Phase
Both players must:
i. Roll to Repair 'downed' VSGs.
ii. Roll to Repair damaged Systems.
iii. Roll to see if any damaged systems malfunction.

4. Combat Phase
i. Titans with *First Fire* orders may fire. Players take it in turn (starting with the First Player) to pick one Titan and fire its weapons.
ii. Titans with *Advance* orders may attack, as above.
iii. Titans with *Charge* orders may attack, as above.
iv. Titans engaged in Close Combat may attack.

5. End Phase
The First Player marker changes hands, and a new turn begins.



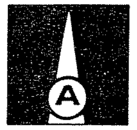
THE ORDER PHASE

In the order phase of each turn, the players must place one Order counter face down beside each of their Titans. Orders cannot be changed once the order phase is over. If a Titan is left without an order, it may not move or fire in that turn, and any enemy Titans that attack it receive a +1 to hit modifier.

There are four types of Order counter:

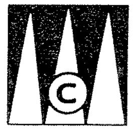
First Fire: The Titan may not move, apart from turning up to 45°. During the combat phase, Titans with *First Fire* orders attack first, and receive a +1 to hit bonus.

Use First Fire orders when you are on the defensive or have no desire to move. If you are out-gunned with nowhere to run, getting off the first shot could be vital.



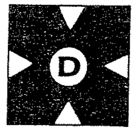
Advance: The Titan may move up to its *Advance* rate during the movement phase, making up to four 45° turns during the move. Two 45° turns may be combined to make one 90° turn, and so on. Titans with *Advance* orders attack after Titans with *First Fire* orders, but before Titans with *Charge* orders.

An *Advance* will probably be the most common order you will choose, as it allows you to both move and fire quite effectively. If you are not sure exactly what you want to do in the turn, pick an *Advance* order.



Charge: The Titan moves before Titans with *First Fire* or *Advance* orders, and may move up to its *Charge* rate, turning up to 45° *once* during the move. Titans with *Charge* orders attack last in the combat phase. They suffer a -1 to hit penalty when firing.

Charge orders allow you to move fast, but the accuracy of your shooting will be reduced. Use them when you need a long move more than you need effective gunnery.



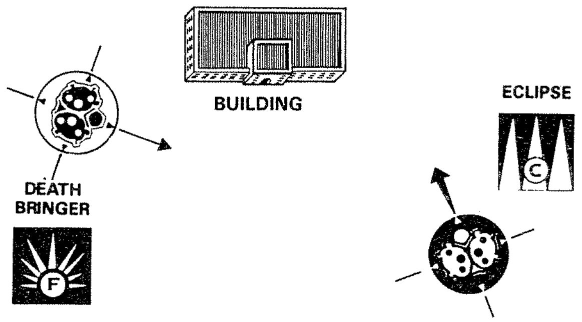
Damage Control: The Titan may not move or fire, but may add +1 to any *Repair Rolls* it makes that turn. Because the Titan is stationary, enemy Titans receive a +1 to hit modifier when shooting at it.

Damage Control orders help a Titan to repair downed Void Shields and damaged systems, but make it very vulnerable to enemy fire. Use them when your Titan is severely damaged, but safe from enemy fire.

OPTIONAL RULE

You may find that it helps the pace of the game if you limit the order phase to two minutes. This helps speed up the game (some players can take ages to make up their minds) and rewards the player who thinks quickly and clearly - a vital quality for any Princeps in charge of a Titan.

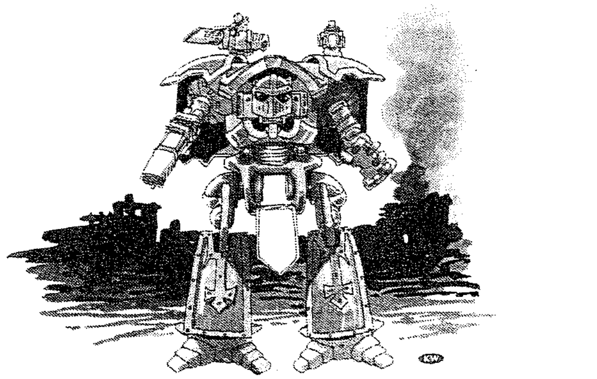
EXAMPLE - ORDERS



At the start of the third turn of the game, the situation is as shown in the diagram. The Death Bringer has managed to outflank the Eclipse. The Eclipse can only bring the weapons in its left arm to bear, while the Death Bringer can use all of its weapons. In the previous turn, the Death Bringer used this advantage to full effect, knocking down all of the Eclipse's Void Shields and damaging the weapons in its left arm. The Eclipse didn't even manage to score one hit...

Considering the situation, the player controlling the Eclipse decides to get under cover among the buildings as quickly as possible. He chooses *Charge* orders.

The Death Bringer, on the other hand, is quite happy with the situation, and chooses *First Fire* orders - giving it the chance to shoot the Eclipse as it runs for cover.



Mortensen scanned the Fire Masters Titan, looking for some indication of its next move. Blue sparks were cascading from the plasma cannon on its left shoulder; he narrowed the spectrum on his energy scanner until pipes and cables stood out in viridian relief. The repair systems were working, but he couldn't judge the energy drain finely enough to tell whether there was enough power left for weapons. It showed no inclination to move, though, and that encouraged Mortensen to take the risk. He powered the legs of his Titan into action.

The Fire Master remained perfectly still as Mortensen's Eclipse lumbered forwards at charge speed. It looked like he was right - the Traitor was diverting all power to repair systems. He was a sitting target.

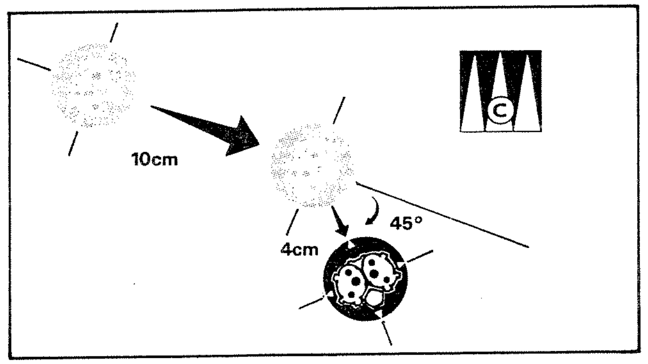
"All Moderati," he snapped, "Motion firing, at will." Any second now.

Suddenly, the Fire Master's right arm raised and swivelled. The Traitor-Titan had been playing dead, and now Mortensen was looking straight down the barrel of a defence laser.

THE MOVEMENT PHASE

The movement phase is split into three segments:

1. CHARGING
In the first segment, all Titans with *Charge* orders are moved. Each Titan has two speed ratings on its Data Card; the higher number is its charge distance in centimetres. Titans with *Charge* orders may make *one* turn of up to 45° at any point during the move.



A Titan with a **Charge** Speed of 14 makes one 45° turn.

2. ADVANCING
In the second segment, all Titans with *Advance* orders are moved. The lower of the two numbers given on the data is the Titan's advance distance in centimetres. A Titan with *Advance* orders may make up to *four* 45° turns during its move. The turns may be made at any time during the move, and more than one can be taken at the same time.

3. FIRST FIRE
In the third segment, all Titans with *First Fire* orders may turn up to 45° but may not move.

SEQUENCE OF MOVEMENT

Within each segment, Titans from either side move alternately. The *First Player* chooses one of his Titans to move, then his opponent chooses one of *his* Titans to move, and so on. Once all the Titans that can move in a segment have done so, move onto the next segment.

MINIMUM MOVE

A Titan can be moved any distance up to the maximum for the orders it received that turn. For example, a Titan with *Charge* orders and a Speed of 10/20 could move any distance from 0 to 20cms in the Charge Segment of the Movement Phase. Players are never forced to move a Titan unless they want to.

DAMAGE CONTROL

Titans with *Damage Control* orders may neither move nor turn; they cannot do anything during the movement phase.

CHANGING MOVES

Once a player has moved a Titan and removed his hand from the model, the move may *not* be changed. The Princeps is committed to the move, and must go through with it!

MOVE DIRECTION

Titans must always move straight ahead, and can only change direction by making a turn. Titans with *Advance* orders can move in reverse (ie directly backwards), but may make only *one* turn of up to 45° during the move.

OBSTACLES

Titans may never move *through* a building or another Titan. This rule applies to the *model* of the Titan, not just its base.

ENTERING CLOSE COMBAT

A Titan can enter *close combat* with another Titan by moving in such a way that their bases end up touching. Close Combat is a deadly affair in **Adeptus Titanicus**, so make sure you really want to do it before you take the risk.

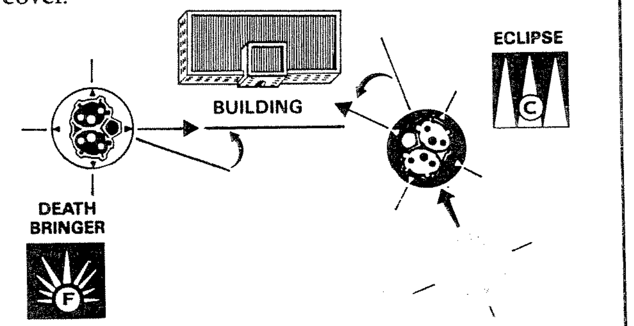
A Titan may not move in the same turn as it has been engaged in close combat, but it may turn in place.

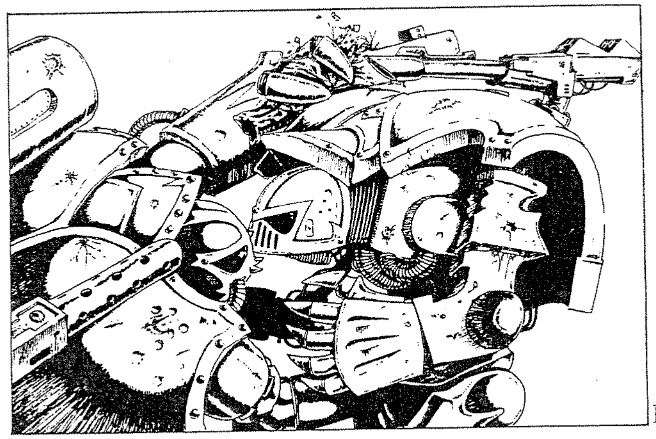
LEAVING CLOSE COMBAT

A Titan which has been engaged in close combat in a previous turn may attempt to move away, though it may be subject to a 'free attack'. This is explained under *Close Combat* - refer to these rules when you encounter your first close combat situation.

EXAMPLE - MOVEMENT

Carrying on from the previous example, the Eclipse hurries for cover, moving its full charge distance of 16cms straight ahead. At the end of its move, the Eclipse turns 45° to the left, so that it can bring as many of its weapons as possible to bear on the Death Bringer. The Death Bringer can't move, but is allowed to turn in place. It turns its full 45°, tracking the Eclipse as it heads for cover.





THE REPAIR PHASE

If you are playing your first game, ignore this rules section until a Titan has been hit in combat.

During the game, Titans will take various forms of damage in the combat phase. The most common (and least damaging) is the loss of Void Shields, which can be knocked down by enemy fire. Far more dangerous is damage caused to the Titan's movement, fire and control systems once all its Void Shields have been knocked down.

Fortunately, Void Shields can be raised again once the energy they have absorbed has been drained off, and all Titans have built-in auto-repair units for repairing damaged systems. Sometimes, however, repeated or severe damage will be impossible to repair - systems can be destroyed, or the Titan itself may be completely disabled. This event is called *Catastrophic Damage.*

CONDUCTING REPAIRS

In the repair phase both players roll to repair all damaged systems and downed Void Shields. When a system is *not* successfully repaired, there is a chance that it will suffer further damage - so players must make a *malfunction roll* for systems that have not been successfully repaired.

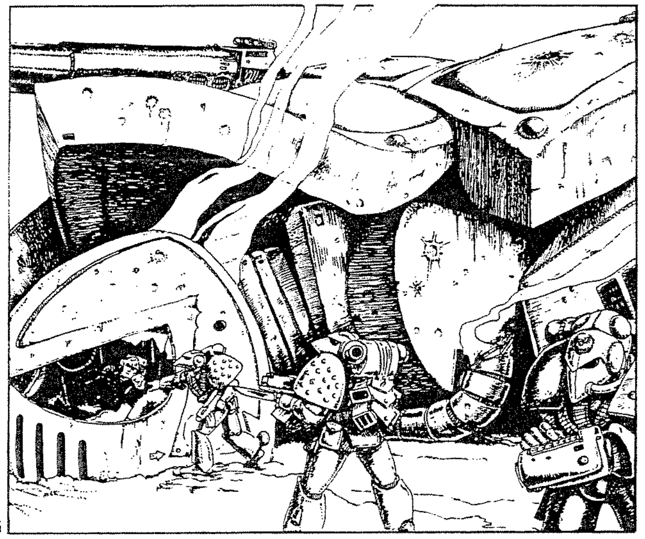
These rolls are made in the following order:

1. Repair Void Shields
2. Repair Damaged Systems
3. Malfunction Rolls

VOID SHIELDS

Roll a D6 for *each* downed Void Shield. Add +1 to the dice roll if the Titan has *Damage Control* orders.

On a roll of 5 or more, the Void Shield becomes operational again. Move the Void Shield Wheel in its base to indicate that it is now working. Remember that a Titan may never have more Void Shields than the number printed on its Data Card - in other words, you can't repair Void Shields that don't exist!



DAMAGED SYSTEMS

A *system* is is defined as *one* of the following: Void Shield Generator (VSG), Mind Impulse Units (MIUs) and the Titan's Reactor. All weapons and anything that is named on the *Body Damage Table* is a system, and a separate repair roll *must* be made for each damaged system during the repair phase.

Many combat results (see *The Combat Phase*) cause a system to be damaged, which is represented by placing a *damage counter* on the base of the Titan model.

Roll a D6 for each damage of system, adding +1 if the Titan has *Damage Control* orders.

On a roll of 5 or more the system has been repaired, and the damage counter should be removed.

MALFUNCTION ROLLS

Whenever a system is *not* successfully repaired in a repair phase, there is a chance that it will malfunction. Roll a D6 for each damaged system that was *not* repaired in step 2.

On a roll of 6, the system malfunctions and suffers *Catastrophic Damage*, the devastating effects of which are outlined on the *Damage Effects Table* in the *Damage* section.

Void Shields never malfunction, so you don't have to make malfunction rolls for them.

TURNING OFF THE IGNITION

At the end of the repair phase, after all malfunction rolls have been made, a player may "switch off" any of his Titans. A Titan which has been "switched off" may take no further part in the game, but does not have to make any more Cumulative Damage rolls, which can be important if it has a damaged reactor.

EXAMPLE - REPAIR

The Death Bringer is undamaged, so it doesn't have to make any repair rolls.

The Eclipse, on the other hand, is in a bad way. All four of its Void Shields are down, and the weapons in its left arm have been damaged.

The Eclipse player rolls first to raise the Void Shields. He rolls four dice, which roll 2, 3, 3 and 5. The Eclipse does not have *Damage Control* orders, so these rolls are not modified. There is one roll of 5 or more, so one of the Eclipse's Void Shields comes back into operation. The player turns the Eclipse's Void Shield Wheel to show the number 1.

Next, the player rolls for the damaged weapons in the Eclipse's left arm. This time he rolls a 6 - the weapons are repaired! Breathing a sigh of relief, the player removes the damage counter from the Eclipse's base.

All damaged systems have been successfully repaired, so the Eclipse player does not need to make a malfunction roll.

THE COMBAT PHASE

The rules for combat may appear quite complicated at first glance, but don't be put off. The underlying principles are very simple, and the main bulk of these rules is taken up with explanation and diagrams.

SUMMARY OF COMBAT

In the combat phase, Titans may fire their weapons if they have a target, and engage in close combat if they are in base-to-base contact with an enemy.

Each Titan on the table is dealt with in turn. The order in which Titans fire is determined by two things: who is First Player for that turn, and what orders the Titan has for the turn. Remember that Titans with *Damage Control* orders may *not* fire.

If a Titan is engaged in close combat - that is, if it is in base-to-base combat with an enemy Titan - it always fights in the close combat segment, which takes place *after* all other firing. This is regardless of the orders it has for the turn.

A dice roll is made for each weapon that fires. This may be modified by the Titan's orders for the turn. In the case of multi-barrelled weapons, a dice is rolled for each barrel. Each weapon has a score to hit - modified according to the range - and each dice that rolls this number or more indicates a successful hit.

Each successful hit knocks down *one* of the target's Void Shields. If the target has no remaining Void Shields, it will take damage.

SEQUENCE OF COMBAT

The combat phase is split into four *segments*:

1. FIRST FIRE
All Titans with *First Fire* orders may fire any or all of their weapons.

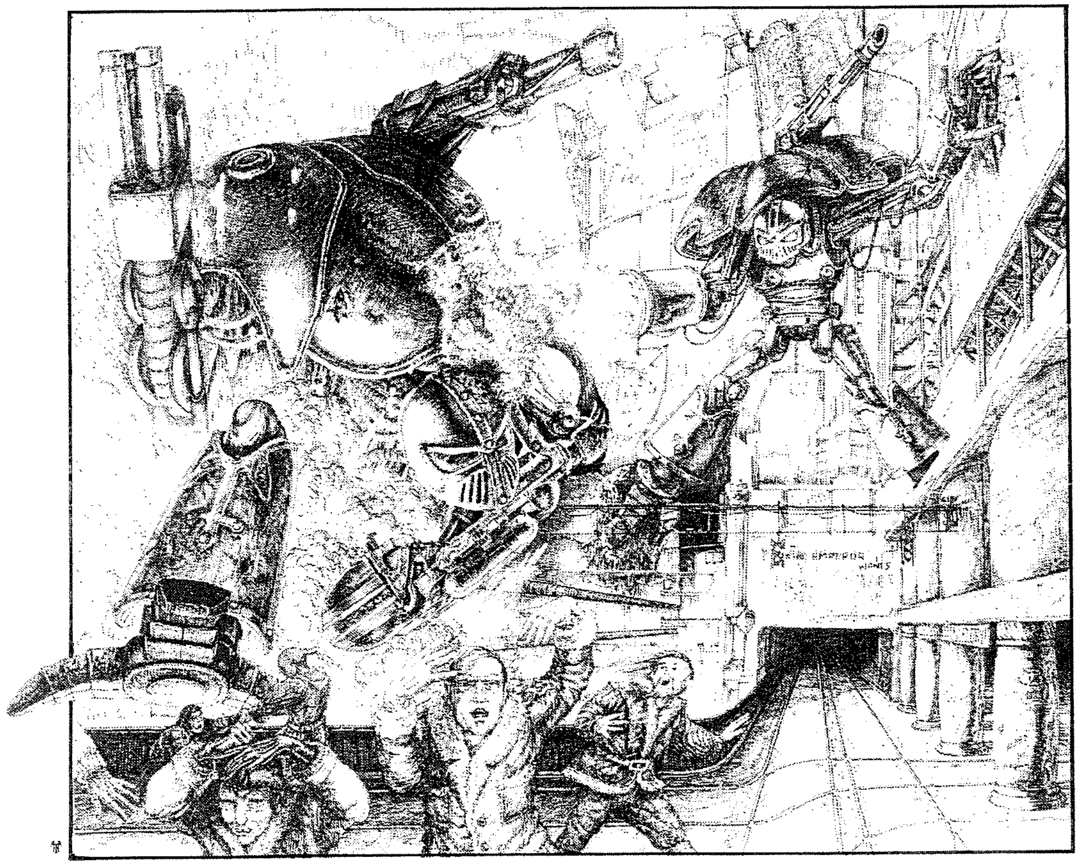
2. ADVANCE
All Titans with *Advance* orders may fire any or all of their weapons.

3. CHARGE
All Titans with *Charge* orders may fire any or all of their weapons.

4. CLOSE COMBAT
All Titans engaged in close combat resolve their attacks.

FIRING ORDER

Within each segment, Titans from either side fire alternately. The First Player chooses one of his Titans to fire, then his opponent chooses one of *his* Titans to fire, and so on. Remember that a Titan may *only* fire in the appropriate segment - it can't 'save' weapons to fire later in the combat phase! Once all Titans that can fire in a segment have done so, move onto the next segment.



It felt good to stalk sixty feet tall between the towering buildings of Morian. Gratto was still a hive worlder deep down.

"Heavy one coming your way, Gratto. You may have trouble."

"Acknowledged, leader." Gratto smiled. He wouldn't have trouble - this was home ground.

"Princeps to crew," he said, "Let's see how he likes some old-fashioned gangfighting. Torren, grab that building and pull us up to the ledge."

"But, Princeps..."

"Sure, it's not in the book. But from there, we can get him blindside."

TARGETING

The first thing a player must do when one of his Titans fires is to choose targets. Each of the Titan's weapons may fire at a different target if desired, but multi-barrelled weapons *must* all fire at the same target. Weapons for which no target is selected do not fire - their shots cannot be saved for later!

Obviously, if a Titan can't bring any weapons to bear on a target, it can't fire at it! Targeting is affected by three things: *weapon arcs*, *line of sight* and *range*.

WEAPON ARCS

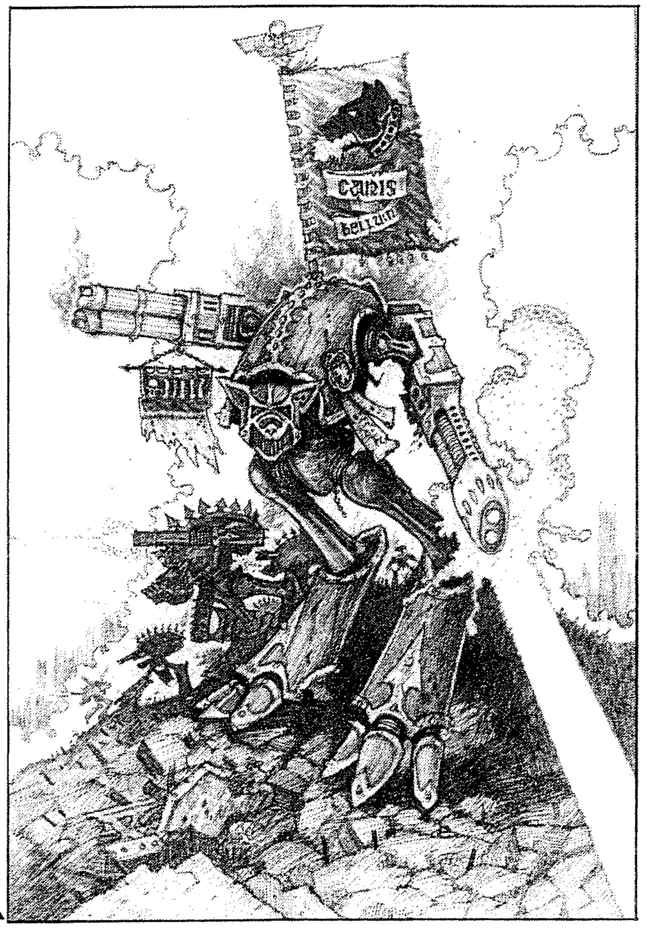
A weapon must be physically able to point at a target in order to fire on it. The Weapon Arc template is used to determine whether a target is within a weapon's arc of fire.

LINE OF SIGHT

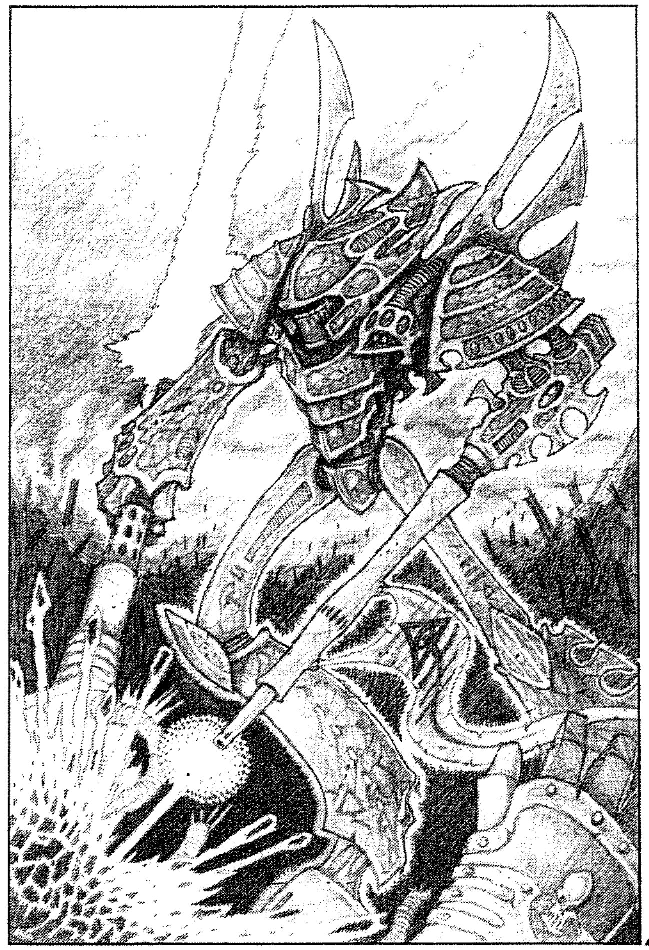
If there is an obstacle between the Titan and its target, it may not be able to fire. In order to fire on a target, a Titan must be able to draw a line of sight (LOS) to it. To find out if a Titan has a LOS, draw a straight line from the *head* of the attacking Titan to *any part* of the target's model (*except* its base). If the line crosses any terrain, the LOS may be blocked.

Terrain will block the LOS if:

1. It is taller than *both* Titans;
2. It is taller than one of the Titans, and the smaller Titan's base is touching the terrain.



A fast, light Imperial Scout Titan



An Eldar Titan

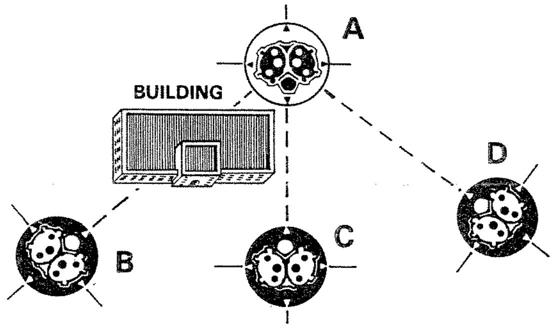
The LOS may be blocked for some weapons but not for others. For example, if a Titan is firing round the corner of a building, it will not be able to use some of its weapons.

Titan **A:**

does not have a LOS to Titan **B** as it is blocked by the building.

does have a LOS to Titan **D**.

does have a LOS to Titan **C**, but may not use the weapons mounted in its Right Arm as they are *blocked* by the building.



RANGE

Measure the range to the target using the range ruler, and then refer to the *Weapons Table* to find out if the target is at *short* or *long* range for the weapon being used. This will affect the number required for a successful hit.

FIRING

Once a Titan has chosen its targets, it can fire. Dice are rolled for each weapon in turn, and one hit is scored for each dice that rolls the to hit number or more. The to hit number can be found by cross-referencing the weapon and the range (short or long) on the *Weapons Table.*

TO HIT MODIFIERS

The following factors will modify the to hit roll:

Firer's Orders:	First Fire	+1
	Charge	-1
Target's Orders:	Damage Control	+1
Target is in cover:		-1

All modifiers are cumulative; so if a target with *Damage Control* orders (+1 to hit) is in cover (-1 to hit), the net result is zero and the roll is unmodified. Similarly, a Titan with *First Fire* orders firing on an exposed target with *Damage Control* orders has two +1 modifiers, and adds +2 to all its to hit rolls.

THE RULE OF ONE AND SIX

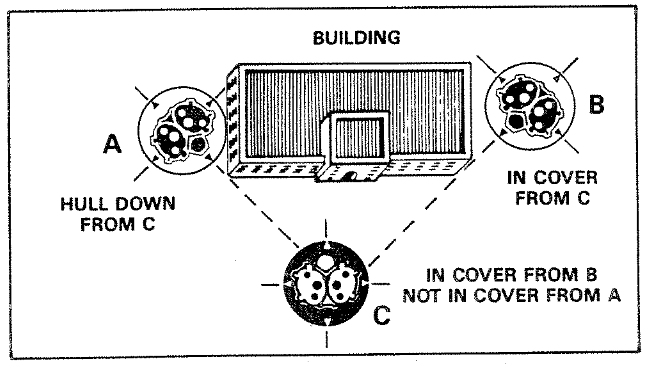
A dice roll of 1 is *always* a miss, regardless of modifiers.

A dice roll of 6 is *always* a hit, regardless of modifiers.

COVER

If the target is partially hidden by terrain from the attacker, then it is in *cover.* As stated above, Titans shooting at a target which is in cover suffer a to hit penalty of -1. There is, however, one exception to this rule:

A Titan which is touching a piece of terrain is said to be *hull down*. When a Titan is hull down, it receives the benefit of cover from the terrain, but its targets do not.



When two hull down Titans face each other across a piece of terrain, both receive the benefit of cover against the other's fire.

MULTI-BARRELLED WEAPONS

Some weapons have more than one barrel. These are indicated on the Titan Data Cards by a number (the number of barrels) in brackets after the weapon's name. So, for example, the *Multi-launcher (2)* on the Eclipse's Data Card is a two-barrelled multi-launcher.

When a multi-barrelled weapon is fired, a dice is rolled for each barrel. The Eclipse player would roll two dice for the twin-barrelled multi-launcher, for instance. If it had been a *multi-launcher (4)* he would roll four dice every time it fired, and so on.

Although a multi-barrelled weapon rolls more than one to hit dice, it is only a single weapon. This means that it can only fire at one target per turn. You can't fire one barrel at one target and the other at another target - you have to pick one target and give it the whole lot!

> We are all but a weapon in the right hand of the Emperor.
>
> *- Exhortationes Principiis Titannorum,* Divisio Militaris

BURST CIRCLES

Some weapons have a *burst circle.* This means that the shot affects a wider area than just the point of impact. Weapons with a burst circle are marked *(B)* on the *Weapons Table.*

When a Titan fires a weapon with a burst circle, the controlling player can place the *Burst Circle template* wherever he likes on the table - subject to the normal targeting rules, of course - and all Titans whose bases are within the burst circle can be attacked. Make separate to hit rolls for each target within the burst circle.

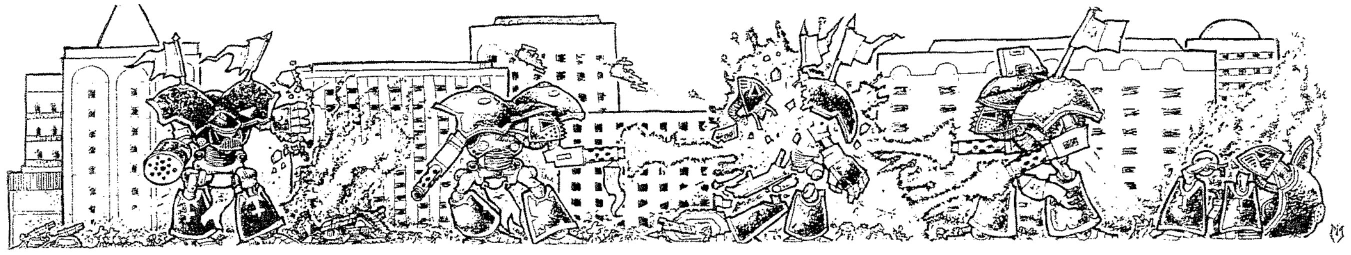
FOLLOWING FIRE

Some weapons have *following fire.* This means that the weapon fires a hail of shots, rather than just one. Weapons with following fire are marked *(F)* on the *Weapons Table.*

If a following-fire weapon scores a hit, the attacking player can roll to hit again - and again, and again, until a to hit roll is failed. This represents the enemy being caught in a swathe of fire.

PLASMA WEAPONS

Plasma Guns and Plasma Cannon each have two entries on the *Weapons Table*, one for *sustained* fire and one for *maximal* fire. Before the weapon is fired, the controlling player must declare which fire mode is being used. If a Titan is armed with more than one plasma weapon, they must all fire on the same setting.



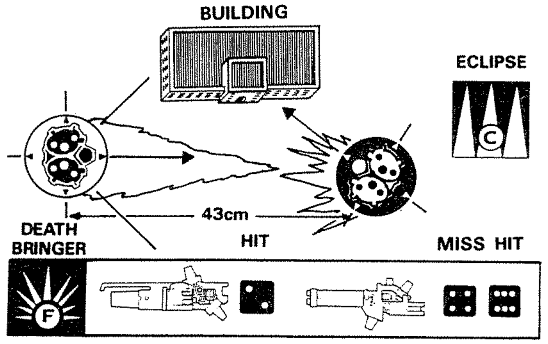
EXAMPLE - COMBAT 'TO HIT'

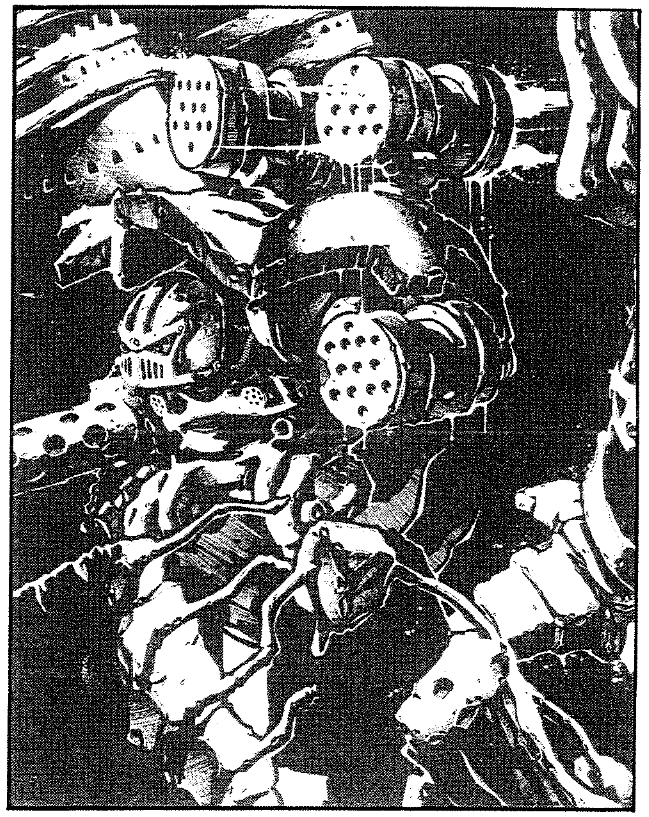
The Death Bringer has *First Fire* orders, while the Eclipse has *Charge* orders. Therefore, the Death Bringer fires in the first segment of the combat phase, while the Eclipse must wait until the third segment.

The Eclipse is within the weapon arcs of all three of the Death Bringer's weapons, and there is a clear line of sight. The range is measured at 43 cms - well within the 72cm range for both Macro-Cannon and Auto-Cannon. The player controling the Death Bringer does not bother placing the Burst Circle on the table, as there is only one target that can be hit.

The basic to hit roll is 3+ for the Macro-Cannon and 6+ for the Auto-Cannon. The Death Bringer's *First Fire* orders give it +1 to hit, so it needs 2 or more to hit with the Macro-Cannon and 5 or more for the Auto-Cannon, following the Rule of One and Six.

The Death Bringer's player rolls three dice - one for each weapon, the first being for the Macro-Cannon - scoring 2, 4, and 6. Two hits. The first hit knocks down the Eclipse's single remaining Void Shield, and the second hit will cause damage...





DAMAGE

If a Titan has any Void Shields left in operation, each successful hit against it will knock down one Void Shield. Every time a Void Shield is knocked down, move the Void Shield Wheel in the model's base down one point.

If a Titan has no Void Shields left in operation, then hits scored on it will cause real damage.

DAMAGE RESULTS

Work out the damage caused by each hit as soon as the attacking Titan has fired all its weapons for the turn. The attacking player may decide in what order the successful hits took place.

For example, if your Titan hits its target with three Multi-Launchers and a Defence Laser, you could decide that the Multi-Launchers hit first followed by the Defence Laser. In general, save the weapons with the lowest *critical hit rolls* until last. By that time, the target's Void Shields might all be knocked down, leaving him vulnerable to your most powerful weapons...

Remember that combat (apart from *Close Combat*) is *not* simultaneous. Damage takes effect as soon as it has been inflicted. In our example, the Death Bringer has *First Fire* orders while the Eclipse had *Charge* orders. This means that the Death Bringer fires first. If the Death Bringer were to disable one of the Eclipse's weapon systems, then the Eclipse would be unable to use that weapon to fire back at the Death Bringer.

REAL DAMAGE

Each successful hit scored while all a Titan's Void Shields are down gets through to the Titan itself, causing real damage. For each hit which causes real damage, follow this procedure:

1. ROLL FOR LEVEL OF DAMAGE

Consult the *Weapon* table and find the *Critical Damage Roll* for the weapon which scored the hit. Roll a D6; if the score is equal to the weapon's Critical Damage Roll or more, the hit has caused *critical damage*. If not, the hit has causes *superficial damage*. A roll of 1 *always* causes superficial damage, and a roll of 6 *always* causes critical damage.

2. ROLL FOR HIT LOCATION

To find out where the hit landed, roll a D6 and refer to the *Hit Location Table*. If a target is hull-down in cover, any hits against locations that are *completely* behind the cover are treated as misses - it is assumed that the cover stopped them.

3. DETERMINE RESULT

Refer to the *Damage Table*, and cross-reference the location with the level of damage to find out what damage has been inflicted on the Titan.

4. DETERMINE DAMAGE EFFECTS

Finally, refer to the *Damage Effect Table* to find out what effect the damage has on play.

DAMAGE COUNTERS

The damage counters provided with the game are used to record damage to a Titan's systems, weapons, and so on. Simply place a damage counter on the base of the Titan to show how it has been damaged.

CUMULATIVE DAMAGE

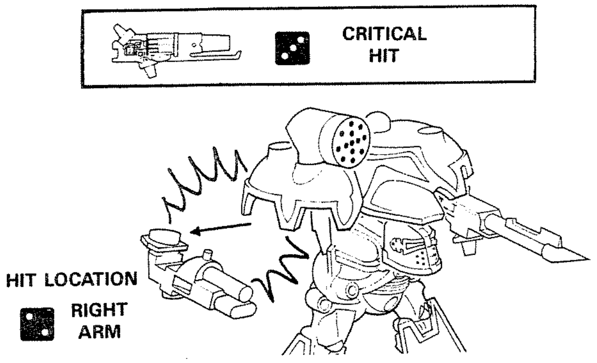
A Titan can never have two damage counters of *exactly* the same type (ie two *Damaged Reactor* counters). Instead, if a damaged location is hit again, roll a D6.

On a roll of 4-6, the location suffers *Catastrophic Damage*. This is very bad news.

On a roll of 1-3, the extra damage has no effect - apart from giving your opponent a few anxious moments.

EXAMPLE - DAMAGE

The player controlling the Death Bringer rolls a D6 to see if the hit has caused superficial or critical damage. A Macro-cannon scores critical damage if a 3 or more is rolled, and the Death Bringer player duly scores a 3! Next, the hit location must be rolled. This time the D6 comes up with a 2, which results in the weapon on the right arm (a Las- Cutter) being destroyed. The plastic Las-cutter is removed from the model to show that it has been destroyed.



EXAMPLE - COMBAT CONTINUED

At last, the Eclipse can return fire. Its right-arm Las-Cutter has been blown off, leaving it with its carapace-mounted Multi-launcher, and the Defence Laser in its left arm.

The Multi-launcher is at *long* range, which mean it needs 6 to hit. The dice roll has a -1 penalty for the Eclipse's *charge* orders, but a roll of 6 is always a hit. The player decides to roll for the Multi-launcher first. A roll of 3 means that it misses. Finally, the player rolls for the Eclipse's Defence Laser. The base to hit roll is 3, but the -1 penalty takes this to 4. The dice is rolled - and scores 5! This is a hit, and knocks down one of the Death Bringer's Void Shields.

A hail of missiles erupted from the multi-launchers on the Eclipse's right arm and shoulder. Some flew wide, and sowed their destruction among the antlike Marines behind the Traitor Titan, but there were two flares as Void Shields began to overload.

The auto-cannon rattled like an irritable dragonfly, and was answered by another flare. Its shells might not do more than scratch the adamantium hide of a Battle Titan, but they could knock down Void Shields just as well as a defence laser.

Ross, the Modoratus for the Eclipse's left arm, had waited until last. Let the others knock down the shields, and save his mighty defence laser for the killing blow. The question was, had they downed all the Traitor's shields?

A rod of light sprang into momentary being as the laser fired, and a nimbus of adamantium vapour boiled away from the Traitor's carapace. The damaged plasma cannon was reduced to slag.

COMBAT TABLES

The tables shown here and opposite provide all the information you need for resolving ranged combat. The *Weapons Table* shows the range bands and corresponding hit rolls for all weapons in the game, while the *Hit Location* and *Damage* tables are used to determine the results of hits which are not stopped by Void Shields. For ease of use during play, however, these tables have been combined into a flow chart on a single reference sheet at the back of this book.

THE WEAPONS TABLE

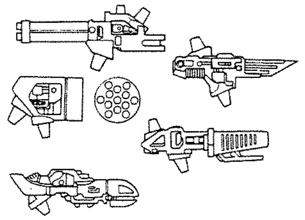
The *Weapons Table* contains the following information about each weapon:

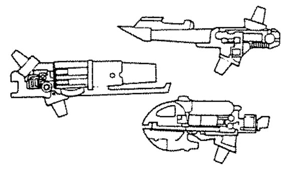
Range: The *short* and *long* range bands for the weapon.

To Hit Roll: This is the base number the player needs to equal or beat on a D6 score a hit. If the hit number is followed by (F) the weapon has *Following Fire*, and if it is followed by (B) the weapon has a *Burst Circle.*

Critical Hit Roll: This is the number that the player must equal or beat on a D6 to score a *critical hit*.

WEAPONS TABLE

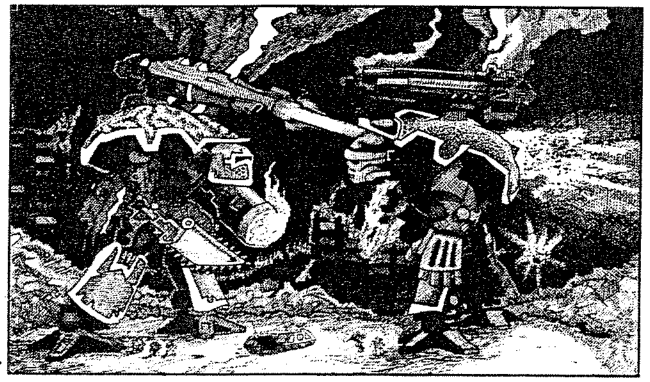




Weapon	Range Short	Range Long	To Hit Roll Short	To Hit Roll Long	Critical Hit Roll
Heavy Weapons					
Auto-Cannon	36cm	72cm	5+	6+	6+
Las-Cannon	30cm	60cm	4+	6+	4+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	-	5+	-	3+
Plasma Gun					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+
Very Heavy Weapons					
Defence Laser	72cm	-	3+(B)	-	2+
Macro-Cannon	72cm	-	3+(B)	-	3+
Plasma Cannon					
- Sustained	20cm	-	4+(F)	-	6+
- Maximal	36cm	72cm	3+(B)	6+(B)	3+

HIT LOCATION TABLE

Dice Roll	Location
1	Left arm
2	Right arm
3	Carapace (Roll again: 1-3 left, 4-6 right)
4-5	Body
6	Legs



DAMAGE TABLE

Location Hit	Superficial Damage	Critical Damage
Weapons	Damaged	Destroyed
Body	Note 1	Roll on the *Body Damage Table*
Legs	Note 2	Damaged

Note 1: Roll on the *Body Damage Table*. If the location hit is already damaged, make a Cumulative Damage roll. If it is not, the hit has no effect.

Note 2: If the Legs are already damaged, make a Cumulative Damage roll. If not, the hit has no effect.

BODY DAMAGE TABLE

Dice Roll	Location Hit
1-3	Void Shield Generators Destroyed
4-5	Mind Impulse Units Damaged
6	Reactor Damaged

DAMAGE EFFECTS

MIND IMPULSE UNITS

Damaged

The Titan is given orders as normal, but may go out of control. Until the Mind Impulse Units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do:

Dice Roll	Movement Phase	Combat Phase
1-3	Move normally	Fire normally
4-5	May not move	May not fire
6	Random move	Random fire

Random Move: The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn.

Random Fire: The Titan fires all of its weapons at the closest target available - friend or foe! - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!

Repair Rolls

The player may attempt to repair damaged Mind Impulse Units in each Repair Phase.

Catastrophic Damage

The Mind Impulse system of the Titan goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest members of the crew are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The Titan grinds to a halt and is considered to be destroyed.

VOID SHIELD GENERATORS

Damaged

Void Shield Generators cannot be damaged, only destroyed.

Destroyed

The Titan's Void Shields Generators have been destroyed. All Void Shields are knocked down, and may *not* be repaired. The Titan is without Void Shields for the rest of the game. Count any further *Void Shield Generators Destroyed* results as *Reactor* hits instead.

Repair Rolls

You may not make repair rolls for destroyed Void Shield Generators.

Catastrophic Damage

Destroyed Void Shields cannot suffer Catastrophic Damage.

REACTOR

Damaged

Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even *Damage Control* orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.

Repair Rolls

You may attempt to repair a damaged reactor during each repair phase. Always roll to repair the reactor *before* you attempt to repair anything else - if you fail to repair the reactor, you may not make any other repair rolls. Since you must roll to repair Void Shields before any other system, this means that the Void Shields may not be repaired until the turn *after* the reactor has been repaired.

Catastrophic Damage

The reactor vessel is fractured, and a violent meltdown occurs. The Titan is vaporized, and all units within 8cm must roll for damage as if hit by a Plasma Cannon firing on *maximal*.

LEGS

Damaged

The Titan may no longer be given *Charge* orders. If it is given *Advance* orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given *First Fire* orders.

Repair Rolls

Damaged legs may *not* be repaired.

Catastrophic Damage

One leg gives way and the Titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured or uncounscious, the Titan is considered to be destroyed.

WEAPON LOCATION

Damaged

The weapon location (left arm, right arm or carapace) is damaged, and *all* weapons mounted on that location are unusable until it is repaired.

Destroyed

All the weapons in the location hit are destroyed. Remove them from the model. Any further hits to this location are applied to the *Body* instead.

Repair Rolls

You may attempt to repair a damaged weapon location during each repair phase. Only one repair roll is necessary for the entire location and all weapons mounted on it. Destroyed weapon locations may *not* be repaired, and cannot suffer Catastrophic Damage.

Catastrophic Damage

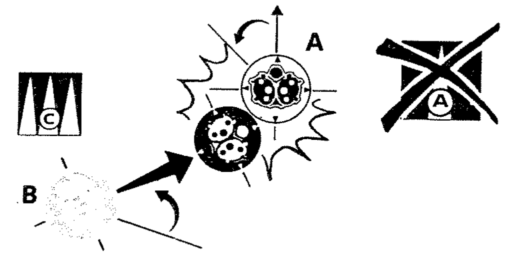
All weapons in the location are destroyed; see the *Destroyed* result above.

CLOSE COMBAT

Close combat is swift and brutal. It takes place at very short range - the Titans actually get *inside* each others' Void Shields, so *every* successful hit gets through to the Titan's adamantium skin. There is a whole range of weapons developed specifically for close combat, and designed to cause maximum damage at close range.

ENTERING CLOSE COMBAT

A Titan is considered to be in close combat when it ends the movement phase in base-to-base contact with an enemy Titan. A Titan *must* stop as soon as it is in base-to-base contact with an enemy Titan; if it has not yet moved, it loses its move for that turn.

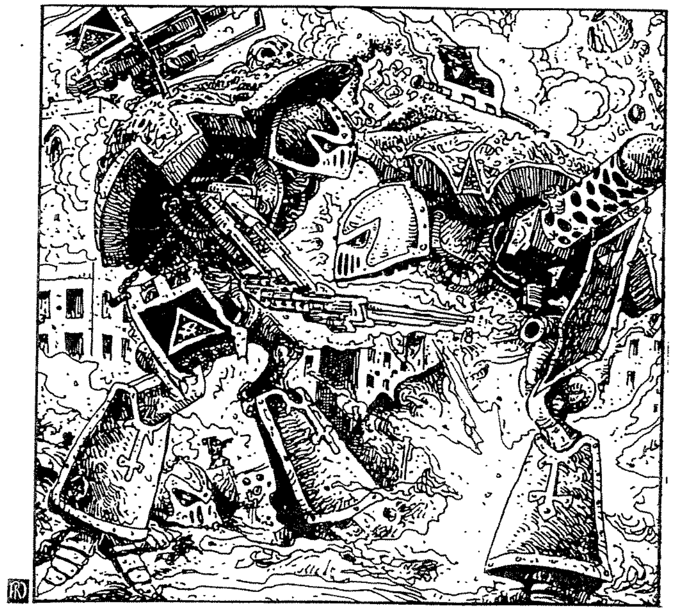


Titan B moves as shown, and must stop as soon as it comes into contact with Titan A. Titan A loses its move and may only turn in place, *unless* it has moved already.

SEQUENCE OF CLOSE COMBAT

Close combat takes place in the *Close Combat* segment of the combat phase, after all firing has been dealt with.

All close combat attacks are assumed to happen simultaneously. Work out the damage for each of the Titans involved, and then apply damage effects to both of them at the end of the segment.



CLOSE COMBAT ATTACKS

A Titan which ends the movement phase in base-to-base contact with an enemy Titan may use the attacks listed on the *Close Combat Weapons Table.* In the first turn of close combat, it may also use its normal armament of ranged weapons. In the second and subsequent turns of close combat, only close combat weapons or *improvised attacks* may be used.

IMPROVISED ATTACKS

An improvised attack may be used by any Titan involved in close combat. It represents the Titan punching, kicking, and even head-butting its opponent. An improvised close combat attack may only be made against an opponent that falls in the arc of fire for Carapace-mounted weapons. Only one improvised attack may be made per turn.

TARGET PRIORITY

A Titan in close combat *must* concentrate all available attacks on its close combat opponent - it can't fire at other targets while engaged in close combat. If a Titan is in base-to-base contact with more than one enemy Titan, then it may spread its attacks between its close combat opponents as the player wishes.

WEAPON ARCS

The normal weapon arc rules apply in close combat - you can't use a weapon which can't be brought to bear on the target.

VOID SHIELDS

When Titans are engaged in close combat, they move inside each other's Void Shields. The Void Shields no longer provide protection against close combat attacks, and all successful hits will cause real damage. Void Shields will continue to protect the Titans normally against in-coming fire.

RANGED WEAPONS

Ranged weapons - the normal armament of a Titan - may only be fired in the first turn of close combat; this simulates the Titans firing as they close.

The players on either side may choose when to fire. Weapons may be fired in the normal phase, according to the orders the Titan has for the turn, or they may be fired in the close combat phase, after all other firing has been finished.

If weapons are fired in the normal phase, the target gains normal protection from its Void Shields - the Titans are not close enough together to discount them.

If weapons are fired in the close combat phase, the target gains *no* protection from its Void Shields - the firer has moved within them, 'up close and personal'.

BURST CIRCLES

Any weapons with a *burst circle* (ie those marked *(B)* on the *Weapons Chart*) will affect the attacker as well as the target if they are used in close combat, but with a -1 to hit modifier.

CLOSE COMBAT WEAPONS

Close combat weapons must roll to hit as normal.

Each successful hit with a close combat weapon causes one or more *critical hits*. Roll the location for each critical hit separately, and work out damage as normal.

Close Combat Weapon	To Hit Roll	Damage
Power Fist	4+	1-3 Critical Hits [1]
Chain Fist	3+	1-2 Critical Hits [2]
Las-cutter	2+	1 Critical Hit
Improvised	5+	1 Critical Hit

[1] Roll a D6: 1-2=1 Critical Hit, 3-4=2 Critical Hits, 5-6=3 Critical Hits.

[2] Roll a D6: 1-3=1 Critical Hit, 4-6=2 Critical Hits.

TO HIT MODIFIERS

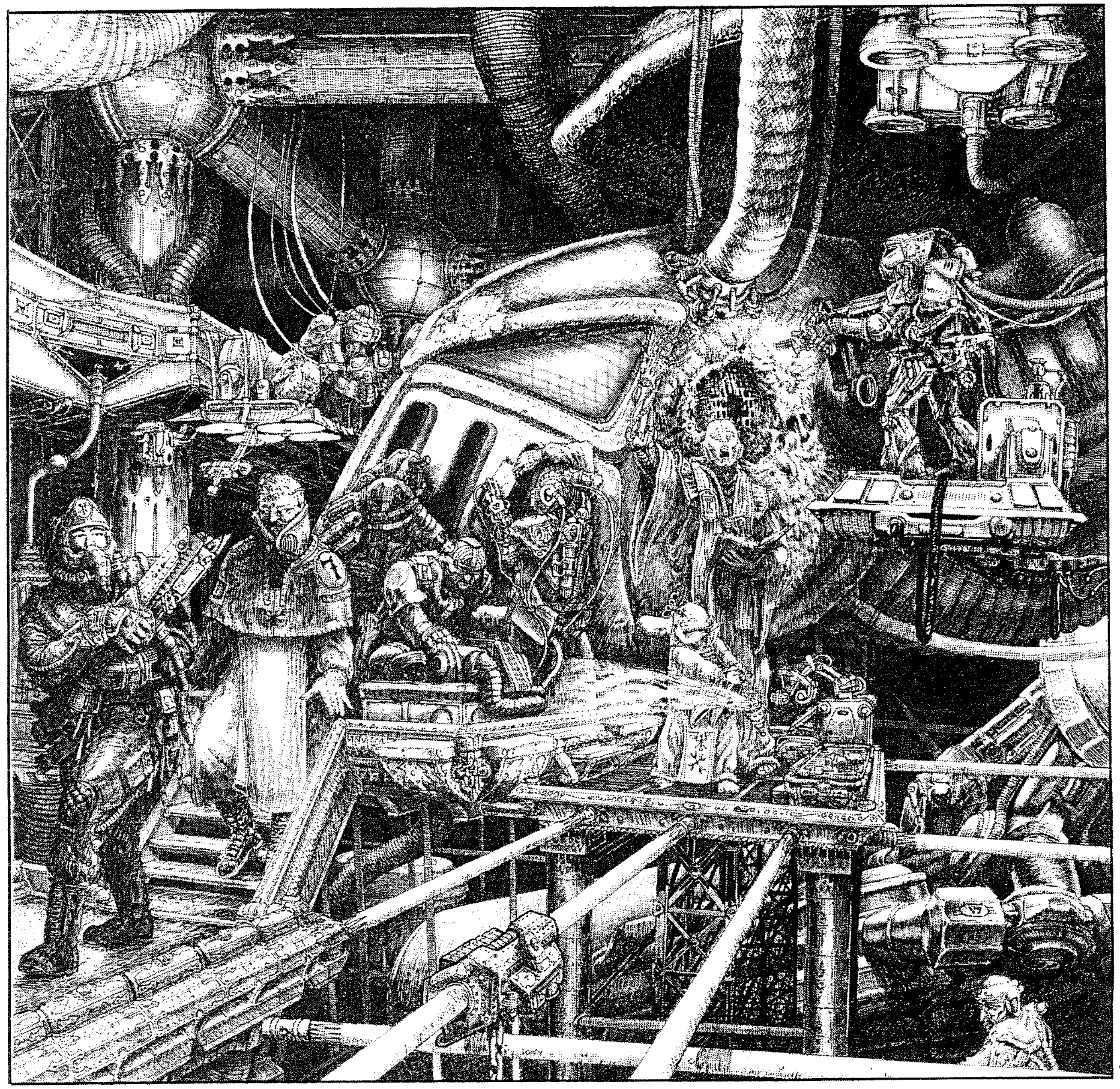
Only one modifier to hit applies to close combat weapons: +1 when attacking a Titan which has *Damage Control* orders.

LEAVING CLOSE COMBAT

As stated above, a Titan must stop when it comes into base-to-base contact with an enemy Titan. However, it may leave close combat in the next movement phase - after one turn of close combat has been fought out.

When a Titan leaves close combat, its opponent is allowed a 'free attack' with any close combat weapons it has. The free attack is resolved normally, but takes place in the movement phase, outside the normal turn sequence. A Titan which makes a free attack in the movement phase may still attack normally in the combat phase.

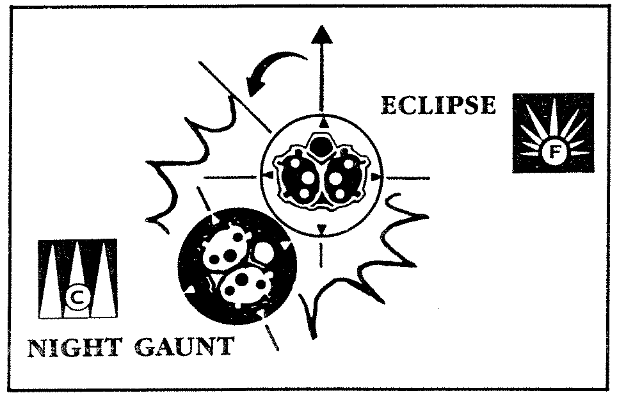
A Titan only gains a free attack when its close combat opponent moves away from base-to-base contact - Titans in close combat may turn up to 45° in place without allowing their opponent a free attack.



A Titan has returned from battle. As the crew disembarks, the Canticle of Reparation is recited and the Adeptus Mechanicus service crews start their work.

Example

A Night Gaunt Titan has just pounced on an unwary Eclipse Titan. Both Titans are undamaged. The Night Gaunt has *Charge* orders and so moves before the Eclipse which has *First Fire* orders. It uses its move to get round the flank of the Eclipse. The situation after the move is shown in the diagram below.



CLASS:	WARLORD	CLASS:	WARLORD
VARIANT:	Eclipse	VARIANT:	Night Gaunt
LEFT CARAPACE:	Las-Cannon (3)	LEFT CARAPACE:	None
RIGHT CARAPACE:	None	RIGHT CARAPACE:	None
LEFT ARM:	Multi-Launcher (2)	LEFT ARM:	Power Fist
RIGHT ARM:	Las-Cutter	RIGHT ARM:	Las-Cannon (2)
VSG:	3	VSG:	2
SPEED:	8/16	SPEED:	10/20
POINTS:	660	POINTS:	360
REMARKS:	None	REMARKS:	Highly Manoeuvrable

In its move, the Eclipse desperately turns in place. Even after its turn, it is only able to bring the Multi-Launchers in its left arm to bear. The player controlling the Eclipse decides to fire his Multi-Launchers in the Close Combat segment, when it will bypass the Night Gaunt's shields, even though this means the Eclipse may be affected by its own attack as the Multi-Launchers have a burst circle.

The Eclipse's attacks are worked out first. The player controlling the Eclipse rolls 2D6, needing a 4 or more to score a hit. The dice come up with a 2 and a 5, for 1 hit. As this is a Close Combat, the Night Gaunt's Void Shields are ignored, so the player controlling the Eclipse rolls for the level of damage and is rewarded with a 6 - critical damage. The location rolled is the left arm holding the Night Gaunt's Power Fist, which is duly removed. Note that although the Power Fist has been destroyed, the Night Gaunt will still be allowed to attack with it, as attacks in the Close Combat segment are assumed to happen simultaneously.

The Eclipse must now see if the Multi-Launchers effect it as well as the Night Gaunt. 2D6 are rolled, needing a 5 or more to hit due to the -1 modifier, and come up with a 1 and a 3 - two misses!

The Night Gaunt now gets to attack back. The twin Las-Cannon both miss, but the Power Fist hits with a roll of 6. A D6 is rolled to see how many critical hits the Power Fist inflicts, and comes up with another 6 - that's 3 critical hits! The first hit location roll is (yet another!!) 6, resulting in the Eclipse's legs being damaged. The second roll comes up with a 1, and results in the Eclipse's Carapace-mounted weapons being destroyed. The third roll comes up with a 5, the body, and so a roll must be made on the *Body Damage Table*. The roll is a 1, and results in the Eclipse's Void Shields being destroyed. Crippled, the Eclipse will be easy meat for an attacking Titan.

FIRING INTO CLOSE COMBAT

Titans may fire on enemy Titans which are engaged in close combat, but a number of special rules apply:

1. To hit modifiers arising from the target's orders are ignored.
2. Titans in close combat have effectively merged their Void Shields together. Therefore, hits will knock down one Void Shield on *each* of the Titans involved. If only one Titan has operating Shields, they will protect all the Titans involved in the Close Combat, and hits will only start causing real damage when *all* of the Titans involved have lost *all* of their Void Shields.
3. When a hit causes real damage, the firer must roll to see which Titan is hit. The firer rolls a D6 - on a roll of 1-4 the Titan nearest to the firer is hit, and on a roll of 5 or 6 the Titan furthest from the firer is hit. If both Titans are the same distance from the firer, they have an equal chance of being hit: 1-3 friend, 4-6 enemy. If there are more than two Titans involved, roll one dice for each one, rerolling in the event of a tie; the Titan with the highest roll takes the damage.
4. Weapons with a burst circle will always affect *all* the Titans involved in a close combat.

> "The supporting fire of one's brethren is always a comfort. Provided it doesn't hit oneself."
> *- Grand Master Thordun Ranxey, Death Bolts*

THE END PHASE

The most important thing that happens in the end phase is that the First Player hands the First Player Marker to his opponent, who becomes the First Player for the next turn.

Both players remove the turn's *Order* counters from the table, ready for next turn's order phase.

In addition, the end phase may be used for any book-keeping and clearing up that needs doing.

ENDING THE GAME

The game ends when:

A. One player has no operational Titans left on the table.

A Titan is operational as long as it has *not* suffered Catastrophic Damage to its Mind Impulse Units, Legs or Reactor. When only one player has operational Titans left on the table, he has won, and the game is over. Players may move their Titans off the table, but a Titan which has left the table may not return to play later on.

B. One player concedes defeat.

A player may decide that he can't possibly win at any time during the game, and concede the game to his opponent.

C. One player achieves his Victory Conditions.

Some scenarios have Victory Conditions other than simply wiping the other side out. For example, you may need to get your Titans safely across the table through an enemy ambush, or prevent the enemy making it to a point which you are defending. If you are playing a scenario which has a particular objective, then the game ends when one player has achieved his objective. The notes on the scenario will tell you how to handle this.

STANDARD GAME SCENARIOS

WHAT IS A SCENARIO?

In games like chess, the playing pieces are always set up in the same way, and what a player must do to win is the same every time. This isn't the case with **Adeptus Titanicus**, just as it isn't the case in combat in the real world. Instead, the forces a player will have at his command and the objective he must complete to win the game are decided by the scenario the players have chosen to play.

For your first game you will be playing **Scenario 1 - The Duel**. Both players should roll a dice, and the player with the highest score may decide to be the Rebel or Imperial Player. After you've played *The Duel* a couple of times to get used to the rules, feel free to choose any of the other scenarios.

This section contains 5 scenarios for use with **Adeptus Titanicus**. A scenario is basically a parcel of information, telling you everything you need to know in order to play a game. Each of the standard game scenarios gives you the following information:

Imperial Player: The Titans under the command of the Imperial Player.

Rebel Player: The Titans under the command of the Rebel Player.

Special Rules: Sometimes a scenario will have special rules that apply throughout the game.

Victory Conditions: Each scenario has its own Victory Conditions, telling the players what they must do to win the game.

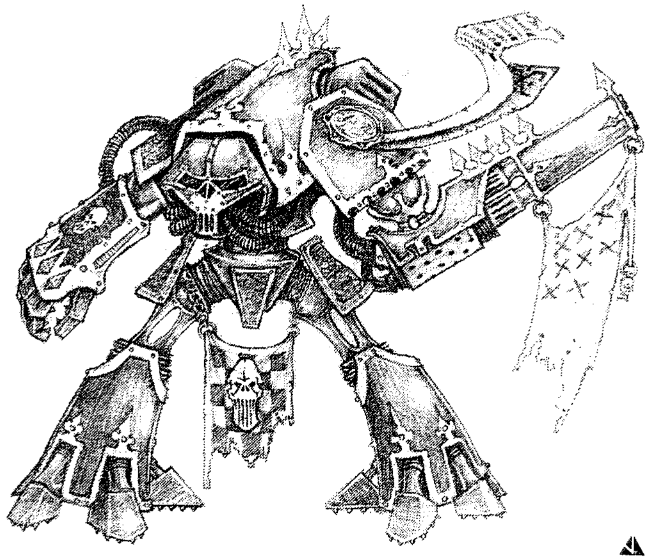
Free Choice Method: This is an option for experienced gamers. Instead of using the Titans listed in the scenario, the players can choose to design their own force. They can do this by buying Titans of the Battle Ratings given on their Data Cards, or by designing their own Titans using the advanced rules. If you decide to use this option, first read the rules for going *Over The Top*.

The Traitor Titan lurched forward abruptly, reaching out with its power fist.

Mortensen wrenched his Eclipse around, and channelled all power to the legs. He couldn't let the Traitor Titan catch him.

The Fire Master was going flat out now, trying to force him into close combat where his Titan would be defenceless against the huge power fist on the Death Bringer's left arm. The Eclipse just had the edge when it came to speed, but it wasn't much of an edge. One mistake and the Traitor would be able to pull bits off him like a spider.

"Evading," he snapped into the comm. "Opportunity fire." The auto-cannon sputtered as he twisted the Eclipse in a weaving path. Mortensen's mind was racing - he stood no chance up close, and only had a slight advantage at a distance. He needed an edge.



THE STANDARD SCENARIOS

1. THE DUEL

A straight fight between two well-matched opponents.

Imperial Player: 1 Eclipse Battle Titan (Battle Rating: 630).

Rebel Player: 1 Death Bringer (Battle Rating: 630) Battle Titan.

Special Rules: None.

Victory Conditions: The first player to destroy or disable the opponent's Titan wins the game.

A Titan is considered to be ***destroyed*** *or* ***disabled*** *when it has suffered catastrophic damage to the Legs, Mind Impulse Units or Reactor.*

Free Choice Method: The Imperial Player may choose any *one* Titan Data Card, or field a Titan of his own design. The Rebel Player may then choose or design any *one* Titan whose Battle Rating is not more than 50 points greater than the Battle Rating of the Imperial player's Titan. The Rebel Player is *not* allowed to go 'over the top' in this scenario.

2. ENGAGE AND DESTROY

This is a larger version of scenario 1, which can be expanded to include as many Titans on each side as the players have models!

Imperial Player: 1 Death Bringer (Battle Rating: 840), 1 Death Bringer (Battle Rating: 930).

Rebel Player: 1 Nemesis (Battle Rating: 1140), 1 Eclipse (Battle Rating: 630).

Special Rules: None.

Victory Conditions: The first player to destroy or disable the entire opposing force wins the game.

Free Choice Method 1: Each player may spend up to 2000 points on a force of his own choice or design.

Free Choice Method 2: The players may agree to set the points value at any total they wish, using as many Titans as they have available to fight a huge apocalyptic battle!

3. BLITZKRIEG

The Imperial forces launch a lightning attack on an overstretched part of the Rebel lines.

Imperial Player: 1 Death Bringer (Battle Rating: 630), 1 Eclipse (Battle Rating: 720), 1 Night Gaunt (Battle Rating: 360).

Rebel Player: 2 Eclipse Titans (Battle Rating: 360 each).

Special Rules: The Imperial Player is the always First Player on turn 1. The Rebel Player may set up his Titans within to 30 cms of his edge of the table.

The Imperial *Night Gaunt* class Titan is *very manoeuvrable.* If it has *Charge* orders it may make *two* 45° turns; both turns may be made together if desired.

Victory Conditions: The Imperial Player receives a number of *Victory Points* equal to the Battle Rating of any Rebel Titans that are destroyed or disabled, *plus* the Battle Rating of any Imperial Titans which make it across the table and off over the Rebel player's table edge. The Rebel Player receives a number of *Victory Points* equal to the Battle Rating of any of the Imperial Player's Titans that are destroyed or disabled, *plus* a bonus of 800 points. The player with the highest Victory Points total wins the game.

Free Choice Method 1: The Imperial Player may spend up to 1800 points, while the Rebel Player may spend up to 900 points.

Free Choice Method 2: The Imperial player may spend any number of points on Titans, provided that both players agree on the amount. The Rebel player may spend half as many points as the Imperial player.

4. THE CARGO

An Imperial Titan carrying a vital cargo attempts to break through the Rebel line.

Hogarth stood at rigid attention before the Grand Master of the Order.

"You have been chosen, Hogarth, because you are our most able Princeps. This cargo" - he placed a sealed plasteel case on the table - "must be conveyed through the Rebel lines to the Divisio command post. Your Titan has been made ready. Do not fail us."

"I shall not fail, Master."

Imperial Player: 1 Nemesis (Battle Rating: 1440).

Rebel Player: 1 Eclipse (Battle Rating: 630), 2 Night Gaunts (Battle Rating: 300 each).

Special Rules: The Rebel player must set up first, within 30 cms of his table edge. The Imperial player is the First Player on turn 1. The number of weapons on the Nemesis Titan makes it cumbersome and unmanoeuvrable. It may only make *two* 45° turns if it has *Advance* orders, and may *not* turn at all if it moves in reverse. It may still make one 45° turn if it has *Charge* orders, but the turn must be made at the *end* of the move.

Victory Conditions: The Imperial Titan must make it across the table, leaving at any point on the Rebel Player's table edge.

Free Choice Method: The Imperial player may choose any one Titan. The Rebel Player may spend a number of points up to 85% of Imperial Titan's value.

5. THE TRAP

A group of Imperial Titans falls into a deadly ambush.

Imperial Player: 1 Nemesis (Battle Rating: 1440), 1 Death Bringer (Battle Rating: 840).

Rebel Player: 1 Eclipse (Battle Rating: 720), 2 Night Gaunts (Battle Rating: 300 each).

Special Rules: The Rebel player sets up *all* the scenery. He nominates a point on the table, and the Imperial player must set up all of his Titans within 12cms of that point. The Rebel player then sets up anywhere on the table, but at least 36cms away from any of the Imperial player's Titans. The Rebel Player is always the First Player on turn 1.

The Rebel *Night Gaunts* are *very manoeuvrable.* If they have *Charge* orders they may make *two* 45° turns; both turns may be made together if desired.

Victory Conditions: Both players receive a number of Victory Points equal to the Battle Rating of any enemy Titans that are destroyed or disabled. At the end of the game, the player with the highest Victory Points total is the winner.

Free Choice Method 1: The Imperial player may spend up to 2000 points. The Rebel player may spend up to 1300 points.

Free Choice Method 2: The players may set the points value of the Imperial force at any level they wish. The Rebel player may spend 2/3 as many points as the Imperial player.

BUYING YOUR FORCE

Each of the scenarios offers the players the option of building their own forces; each player has a number of points to spend, and each Titan Data Card has the Battle Rating (in points) of that class of Titan. Advanced players may design their own Titans, using the rules in *Designing Titans*; the rules tell you how to calculate the Battle Rating of a self-designed Titan.

OVER THE TOP

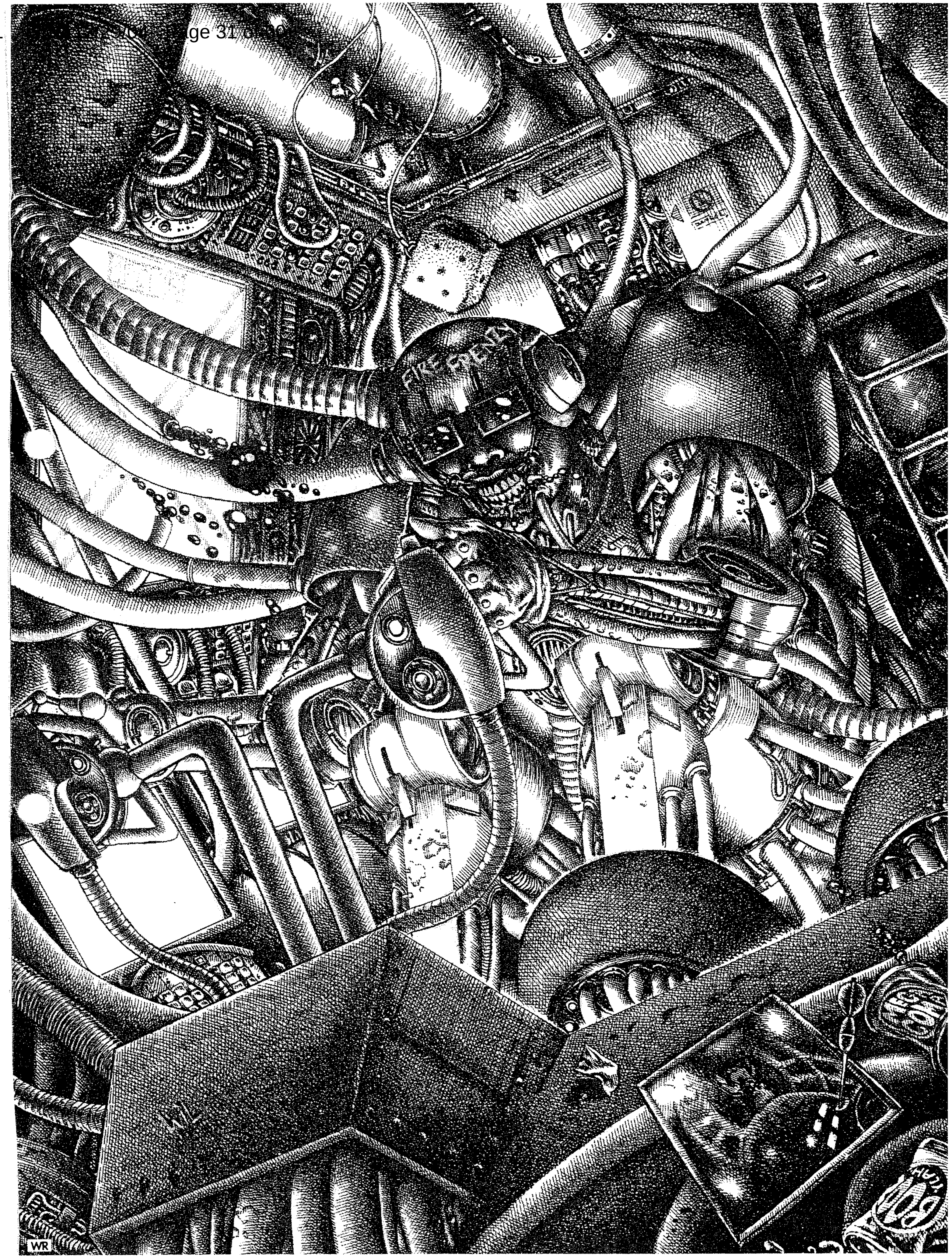
Sometimes, you will want to spend a few more points than the scenario will allow for your force. You *can* do this, but it carries a risk.

If you want to overspend, do so. You may *never* overspend by more than 70 points. Then, when all the scenery for the scenario has been set up, you must declare how many extra points you have spent. Roll a dice and refer to the *Over The Top* table. If the dice roll is in the range listed you must lose *one* Titan from your force. You choose which Titan you will lose.

THE OVER THE TOP TABLE

Extra Points Spent	1-20	21-40	41-50	51-60	61-70
Dice Roll To Lose a Titan	6+	5+	4+	3+	2+

For example, if you have overspent by 55 points, you will lose a Titan if you roll 3 or more; if you roll 1 or 2, you've got away with it! A roll of 1 *always* means you keep all your Titans, and a roll of 6 *always* means that you lose one.


FIRE FRIENDS
WR

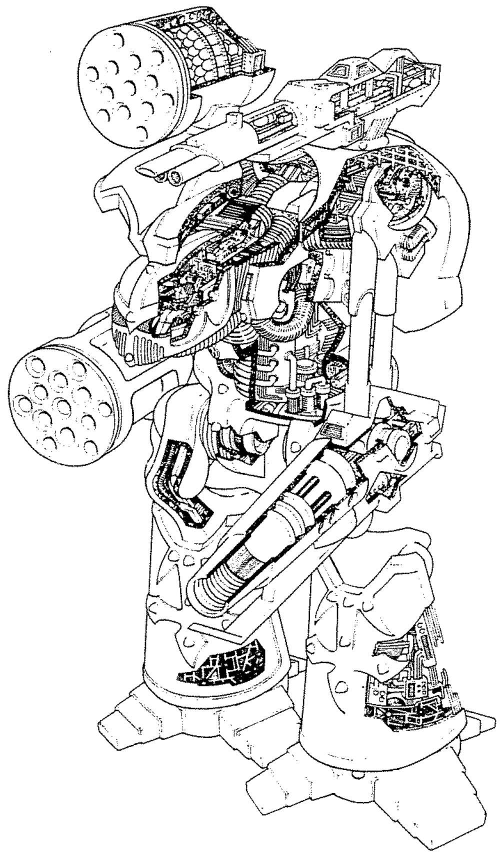
TITAN BATTLE COLOURS

Like the Space Marines of the Legiones Astartes, each of the Titan Orders has its own complex system of heraldry. These are closely tied to the unit's history and victories, and are often the embodiment of the Order's personality and collective character.

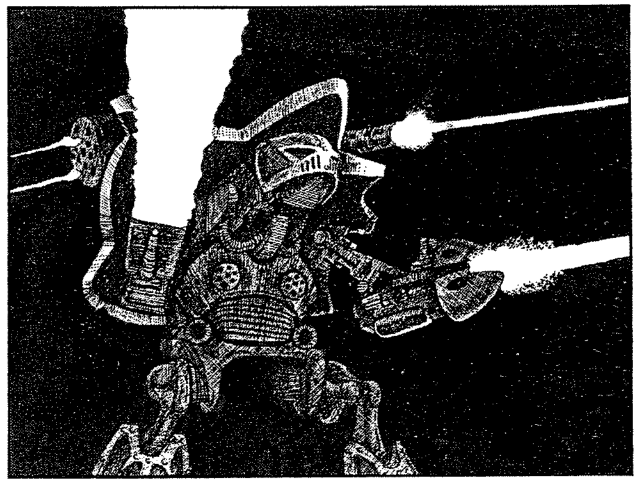
Over the Imperium's history the Orders have changed their colours and patterns, but less than might be supposed. Tradition and pride run deep in every Order. Even the colours of the old Titan Legions were kept and transferred to their successor Orders during the Horus Heresy and the subsequent Great Scouring. During the time of the Horus Heresy, the Titan Legions and the newly forming Orders retained their colours as more than a mark of each Order: the colours became badges of loyalty to the Emperor or to Warmaster Horus.

Each Order of Titans has its own *emblem* and *colours*. For example, the colours of the Divisio Militaris Order of the Fire Wasps are red and gold; all its Titans are painted in these two colours. Its emblem, of a wasp in a blue-bordered white triangle, is painted on the carapace of each of its Titans, and each has the banner of the Divisio Militaris mounted on its carapace. On the lower fairing of each leg - so as to be visible to ground troops - is the Titan's *class symbol*.

Each Titan has its own personal *victory banner*, hanging from its 'waist'. This bears the badge of the Order, and - in the case of the Fire Wasps - white skulls as victory symbols. Individual crews often attach additional *kill banners* to the weapons of their Titans, recording the number of kills each weapon has scored. This often includes some unofficial emblem adopted by the Titan's Princeps, or by the Moderatus in charge of the weapon.

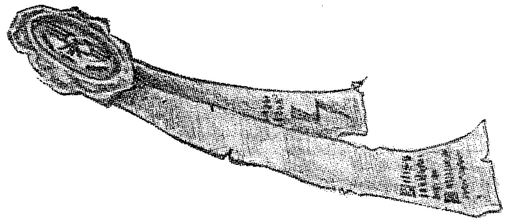


Warlord Class Battle Titan

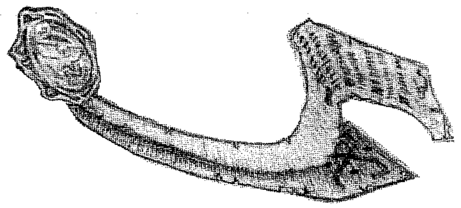


Some Titans also have personal emblems, slogans and the like painted on their carapace, weapons or leg fairings, and in many orders crews are permitted a great degree of freedom in personalising their Titans. The basic colours of the Order and its badges must, of course, be retained and respected.

In the aftermath of the Horus Heresy the loyal Orders of the then-new Collegia Titanica added *purity seals* to their Titans. These huge seals of soft metal were applied by the tech-priests of the Adpetus Mechanicus as a mark of purity and a ward against corruption. Painted and inscribed with runes, decorated with long ribbon banners, the seals are still placed upon Titans. They are a remembrance of the shameful days of the Heresy when thousands of Titans were turned against the Emperor by the dark influence of Chaos.



During the Great Scouring the Titans also carried a campaign pennant on the Divisio Militaris banner. This long white flag was added to the Titans as a mark of loyalty, and usually bore a loyalist slogan *perfidii purgendi* or *bellum iustum* were popular examples. Such banners are rarely used today, for few campaigns have ever required such devotion and fanaticism as were needed to combat the Heresy.



The rebel Titan Legions of the Horus Heresy maintained their old colours in most cases: the black, white and yellow of the Fire Masters; the black, yellow and blue of the Tiger Eyes; and the black, white and red of the Death's Heads. Imperial Banners, however, were universally replaced by flags showing the Eye of Horus, the mark of the rebellion.

THE ADVANCED GAME

This section of advanced rules allows you to expand the basic game. You can design your own Titans, use a variety of new rules and new equipment, create an almost endless supply of scenarios to play, and even create a campaign, taking your Titan force from being green rookies to battle-hardened aces as you play them through a succession of battles.

Before you start using the advanced rules, we recommend that you play a few games using only the basic rules, in order to get used to the game system. You may find it easier to introduce the advanced rules into your games a section at a time.

"There was only one chance. The Traitor Nemesis was a gunship - slow but heavily armed, for standing off and pounding. It had multi-launchers and defence lasers all over it, but nothing for close work. We had the power fist.

I had to risk overloading the VSGs. Otherwise, he'd just chip our shields away with missiles, and we'd be open to those big lasers.

The VSGs held up until we were nearly there, but he managed to blow Marder's las-cannon away. The Emperor be thanked we didn't lose the power fist. He tried to turn away, but there was no way he could outrun us with all that weaponry weighing him down.

Once we got inside his shields it was easy. Okawa's power fist crushed his cabin like an eggshell. Score one to the Faithful."

- Princeps Garn Kincaid, Fire Wasps.

OPTIONAL RULES

Once you've mastered the basic rules, we recommend that you use the following optional rules.

MAXIMUM TO HIT

The *Rule of One and Six* states that a roll of 1 is always a miss and a roll of 6 is always a hit, regardless of modifiers. After you've played a few games, you may become dissatisfied with that rule, in which case you can use this more advanced mechanism:

No matter what happens, a roll of 1 on the dice is *always* a miss. That doesn't change from the basic rules.

If you require a score of 7 or more to hit, roll to hit as normal. If you score a 6, you have not necessarily hit. Roll again (this second roll is *never* modified by *anything*), and consult the following chart:

Score Needed To Hit	7	8	9+
Roll required:	4+	5+	6

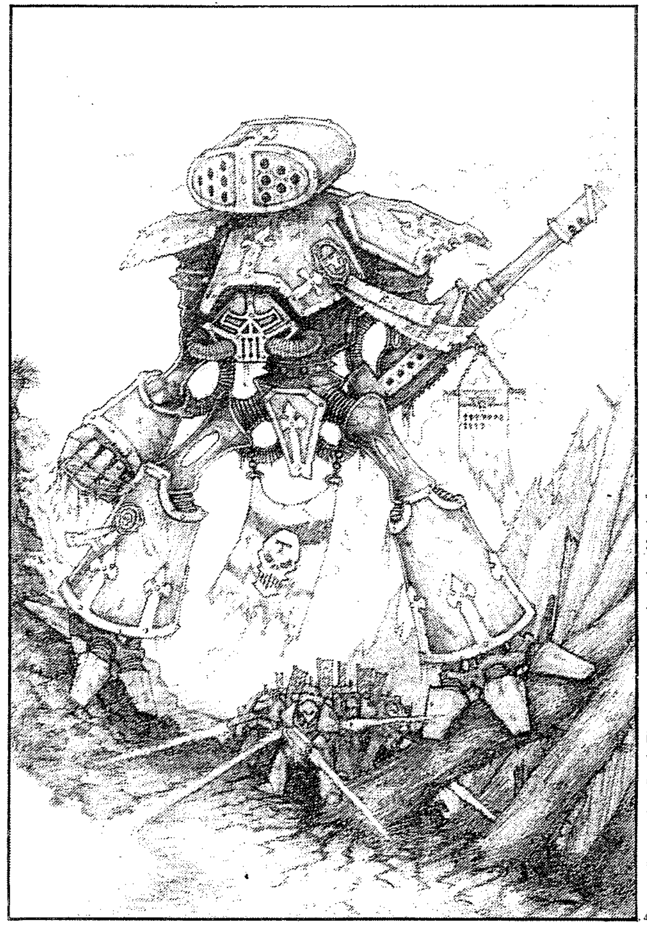
For example, a Las-Cannon is being fired at long range by a Titan with *Charge* orders, against a target that is in cover. Normally a 6+ would be required to hit, but because of the -2 modifier (-1 for *Charge* orders and -1 for cover) the attacker must roll an 8. Therefore, the player must roll a 6 followed by a 5 or 6 in order to hit.

OVERLOADING VOID SHIELDS

Titans with *three or more* Void Shields are fitted with a device which allows the Princeps to bypass the Void Shields' overload cut-out mechanism as a last-ditch measure to stop a hit. Instead of going down when overloaded, the Void Shields stay up, taking the strain of the excess energy. Sometimes the Void Shields survive, and sometimes the Void Shield Generators are reduced to molten slag and the Titan is without Void Shields for the rest of the battle. Overloading Void Shields is a tactic of desperation.

A player must declare that he is attempting to overload his Titan's Void Shields as soon as the hits for that turn have been determined, and before damage is worked out. He then rolls a D6 for each hit in turn. On a roll of 1-4, the hit is stopped and the Void Shields are OK. On a roll of 5 or 6, the Void Shield Generators have burnt out - all the Titan's Void Shields are destroyed (just as if they had been hit on the *Body Damage Table*), and the hit goes in against the unshielded Titan.

Note that a player does not *have* to overload Void Shields, but *may* do so if he wishes. A player may try to stop any number of hits in the same turn this way, but as soon as he rolls a 5 or 6 the Void Shields are gone for good and all further hits strike the unshielded Titan.



A Reaver class Battle Titan supports an advancing Marine force.

MERGING SHIELDS

Just as Titans that are in close combat 'merge' their shields, friendly Titans can do the same thing as a defensive tactic to protect a damaged Titan. The Titans must be in base-to-base contact, and one *must* have First Fire orders. If both of these conditions are met, the Titans may merge their shields as if they were in close combat.

"There's too many of them, Leader! VSGs fused, plasma cannon out, preparing to abandon..."

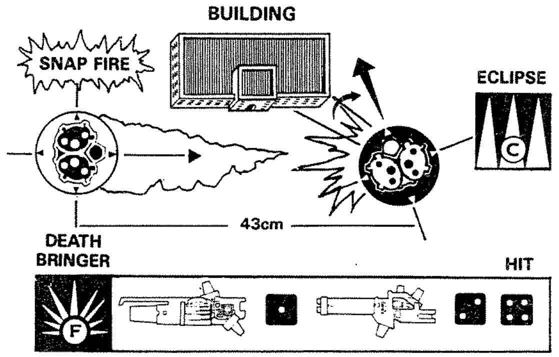
"Hold your position, Martlew. I'm coming over. Leader to squadron - pattern *Testudo*. Use your Shields to cover each other, hold positions, and keep firing. If this filth wants to kill us, they'll have to work for it."

SNAP FIRE

Titans with *First Fire* orders may *Snap Fire* at *any* point in the Movement Phase. A player may interupt an opponent's move by simply yelling out "SNAP FIRE!" The opponent must stop moving their Titan at this point, completing the move (if possible) once the attack has been resolved.

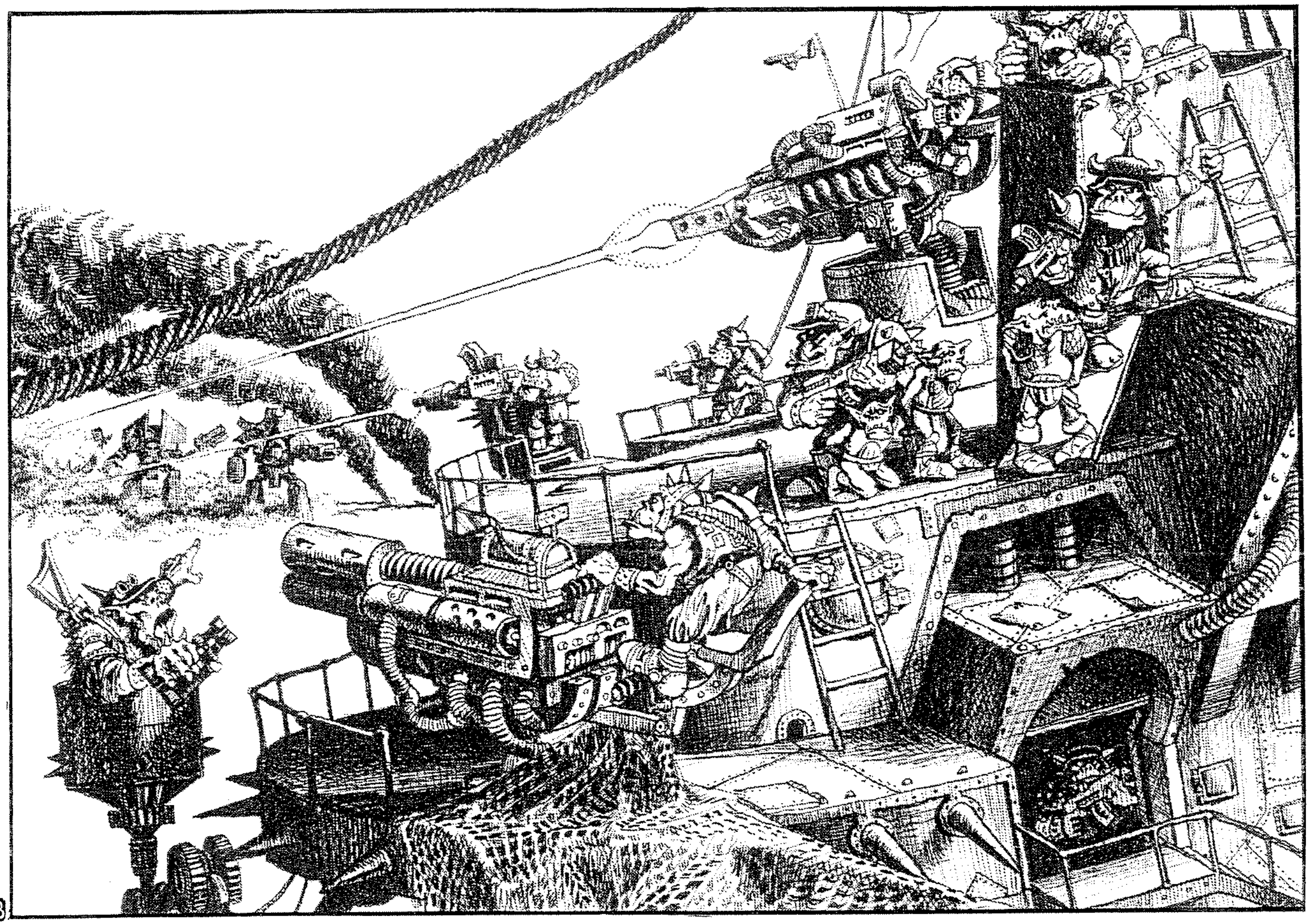
When a Titan makes a Snap Fire attack, all weapons must be fired at one target and the +1 to hit modifier for the attacker's *First Fire* orders is ignored. A Titan that has Snap Fired may only use Close Combat Weapons (or make improvised attacks) in the Combat Phase.

EXAMPLE - SNAPFIRE



Carrying on our previous set of examples, we return to the game in the turn following that when the Eclipse was damaged. Both Titans are using the same orders as they used in the previous turn. The Eclipse turns 45° to the right in preparation for moving under cover, at which point the player controlling the Death Bringer yells out "SNAP FIRE!"

The Death Bringer fires all three weapons, this time needing a 3 and two 5's to hit as the +1 modifier for for his First Fire orders are ignored. He rolls 1, 2, 4 and so only hits with the Macro-Cannon. The hit will damage the Eclipse, which has not yet had a chance to repair its Void Shields, and results in the Eclipse's reactor being damaged. The Eclipse is not allowed to finish its move, as a Titan with a damaged reactor may not move or fire, and is left stranded in the open. Things are starting to look very bad indeed for the Imperial Player...



DESIGNING TITANS

Although we have provided a selection of Titans on the Titan Data Cards included with the set, sooner or later you will want to start designing your own Titans. This is quite straightforward, and can be a lot of fun. This is your chance to find out if you can come up with a more devastating variant than the Tech-Priests of the Divisio Investigatus!

BLANK TITAN DATA SHEETS

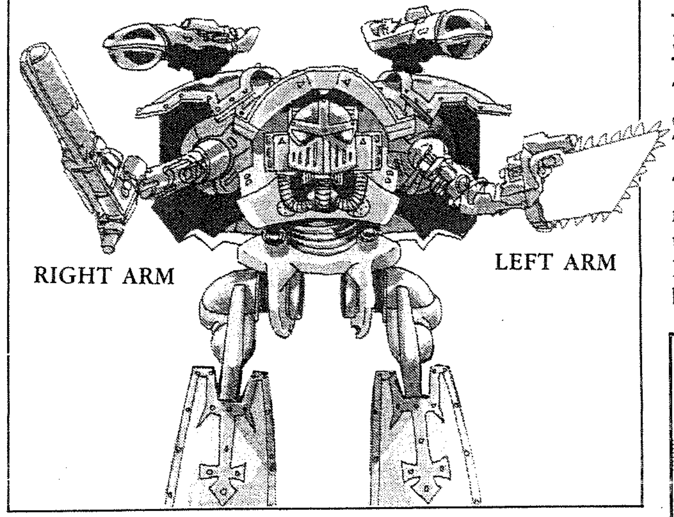
At the end of this rulebook you will find a page of blank Data Sheets, which you may use for Titans you design yourself. You can photocopy these for your own use if you wish. You'll find it easier to work out the details of the Titan on a piece of scrap paper first, and then transfer the information to a Data Sheet.

Battle Rating

As we've already seen in the basic game, each Titan has a Battle Rating. The higher the Battle Rating, the more powerful the Titan is. These rules are mainly concerned with working out the Battle Rating of any Titan you might design - we leave the actual designing up to you!

WEAPONS

Each Titan has four weapon mounts: Right Arm, Left Arm, Right Carapace and Left Carapace.



Each mount can hold *one* of the following:

One Heavy Weapon with up to four barrels;
or
One Very Heavy Weapon barrel;
or
One Close Combat Weapon.

Close Combat weapons may only be mounted in the arms.

Points costs for weapons are shown on the following table. Note that the points cost is for one *barrel*; so, for example, a Multi-launcher (4) costs 15 x 4 = 60 points.

POINTS COSTS FOR WEAPONS

Weapon	Points Cost
Heavy Weapons	
Auto-Cannon	5
Las-Cannon	15
Multi-Launcher	15
Multi-Melta	5
Plasma Gun	10
Very Heavy Weapons	
Defence Laser	30
Macro-Cannon	25
Plasma Cannon	20
Close Combat Weapons	
Chain Fist	10
Las Cutter	5
Power Fist	10

VOID SHIELDS

Void Shields cost 10 points each. A Titan may have up to six Void Shields.

POINTS MULTIPLIER

Once you have equipped your Titan with weapons and Void Shields, add up the total points cost and multiply it by the *Points Multiplier* for the Titan.

The points multiplier for all Battle Titans is 6, but this may be increased if you use any *Devices*.

SPEED

The move distance for your Titan will depend on how laden down with weapons it is. The more heavily armed your Titan is, the slower it will move.

To find out the move rates for your Titan, add up the number of weapon *barrels* it is carrying. Remember to add up *barrels*, not just the number of *weapons*. Each Very Heavy Weapon or Close Combat Weapon counts as 3 barrels. Then refer to the *Movement Rates Table* below.

MOVEMENT RATES TABLE

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	10cms*	20cms*
5-8	8cms	16cms
9-12	7cms	14cms
13-16	6cms**	12cms**

* Titans with less than 5 barrels are ***highly manoeuvrable***. If they have *Charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

** Titans with more than 12 barrels have only ***limited manoeuverability***. When they have *Advance* orders, they may make no more than *two* 45° turns; both turns may be made together if desired. If they have *Charge* orders, they may still make one 45° turn, but it may only be made at the *end* of the move.

ADVANCED EQUIPMENT

SUPPORT MISSILES

Support missiles are one-shot weapons, and may only be mounted on the carapace of a Titan. Each support missile takes up one carapace mount. They are usually chosen and fitted just before a battle, depending on the situation that is likely to be encountered.

Support missiles can be used in any of the Basic Game scenarios, when the *free choice* method of force selection is being used. Once the scenario has been chosen, each player may decide to use support missiles. Players who decide to use support missiles receive a number of 'bonus' points, equal to 10% of their side's total for the scenario. These additional points may *only* be spent on support missiles.

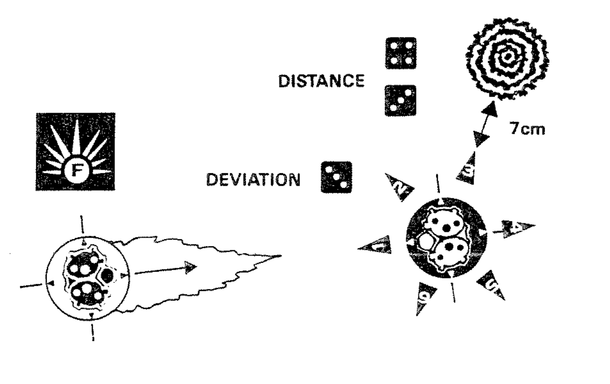
Support missiles may only be mounted on the carapace of a Titan. If a player wishes to mount a support missile on the carapace of a Titan which already has two carapace-mounted weapons, then one of the weapons must be removed. A player who does this receives no points 'rebate' for the lost weapon.

Once a support missile has been fired, it cannot be used again, and is removed from the model. If a Titan is destroyed or disabled before it fires its support missile, the missile is lost.

DEVIATION

Even if a support missile misses its target, it can be important to know where it has landed. In such cases, the player rolls for *deviation*. Place the *Deviation Template* over the original target, with the '1' arrow pointing towards the Titan that fired the missile. Roll a D6 to find out the direction of deviation. Then roll 2D6 to determine the distance in cms.

EXAMPLE DEVIATION



The Death Bringer in the diagram above has just fired a Vortex Missile at the Eclipse and missed. The Deviation template is held over the Eclipse's head, with the '1' pointing back towards the Death Bringer. 1D6 is rolled for the direction of deviation, coming up with a '3', and then 2D6 are rolled for distance, coming up with a total of 7. The Vortex template is positioned 7 cms away from the Eclipse in direction '3'.

MISSILE TYPES

There are seven main types of support missile: Blind, Haywire, Mine Dispenser, Plasma, Stasis, Vortex, Warp

BLIND MISSILE

When a Blind Missile explodes, it scatters Blind Grenades over a wide area. Blind is a sophisticated form of smokescreen, combining dense smoke with broad-spectrum electromagnetic interference. None of a Titan's detection and targeting systems will operate through a cloud of Blind.

If a Blind Missile misses, roll for deviation normally. Once the point of impact has been determined, use the range ruler to draw a straight line from this point back to the firing Titan. This is the missile's *flight path*. The player who fired the missile may now place 3 Blind markers anywhere along the flight path, *or* at any point within 6 cms of the the point of impact.

Any line of sight that must be drawn through a Blind marker is blocked.

During each Repair Phase, roll a D6 for each Blind marker; on a roll of 1, the Blind dissipates, and the marker is removed from play.

HAYWIRE MISSILE

Haywire Missiles release a massive burst of electrostatic and radioactive pulse waves when they explode, designed to disrupt the target's electrical control systems.

A Haywire Missile can only affect a target that has all of its Void Shields down. If a Haywire Missile hits a Titan which still has an operating Void Shield, it will have no effect - it won't even knock down the Void Shield! If the Haywire Missile hits a target without Void Shields, it automatically causes critical damage to the Mind Impulse Units of the target.

MINE DISPENSER MISSILE

Mine Dispenser Missiles (MDMs) scatter mines over a wide area.

MDMs can be fired at any point on the table, within the restrictions of the rules for line of sight. When the landing point has been determined (either on target or after deviation), use the range ruler to draw a straight line from this point to the firing Titan. This is the missile's *flight path*. The firing player takes 2 *Mine* counters and 2 *Dummy Mine* counters, and places them face down on the table anywhere along the missile's flight path or within 6cms of the point of impact, so that his opponent cannot tell which mines are real and which are dummies. The mines become operational at the *end* of the movement phase in the following turn.

If a Titan (on *either* side) moves within 3cms of a Mine counter, the mines are activated. The counter is flipped over to reveal whether it is real or a dummy. Dummy mines have no effect, and are discarded immediately. Real mines explode (discard the counter), automatically hitting the target. A mine attack ignores any Void Shields - like a close combat attack, it is *inside* them - and causes critical damage on a D6 roll of 2+.

Optional Rule: As an alternative to their normal load, MDMs may carry a single *Stasis* or *Vortex* mine and three dummy mines. If you are using an alternative load, you should note this down before the game. The mines are dropped and activated in the normal way, but instead of exploding they create a field (stasis or vortex, as appropriate). Refer to the notes on Stasis and Vortex Missiles below. Altering the load of a MDM does not change its points cost.

PLASMA MISSILE

The Plasma Missile is a huge and very effective weapon. While in flight, it splits into six masses of seething plasma, which spread out to saturate the target area.

When a Plasma Missile lands (either on target or after deviation), place the Burst Template at the point of impact. This is where the first of the six warheads landed; the remaining five deviate from this point, using the normal deviation procedure. Use any of the weapons templates to mark their landing points.

Any Titan under any of the templates will suffer a critical hit on a roll of 3+, ignoring normal modifiers for orders and cover.

STASIS MISSILE

The Stasis Missile carries a Stasis Field Generator (SFG) as its warhead. The SFG is a highly-sophisticated device which creates an area where time literally stands still. Anything caught within the stasis field is frozen in place and unable to do anything - but Titans *outside* the field cannot fire into it.

When rolling to hit with a Stasis Missile, ignore any modifiers for cover. If the missile misses, it will deviate normally. Wherever the missile lands, a 3cm Stasis Field is created. Place a *Stasis Field* marker on the table, centred on the point of impact. Any Titan wholly or partly within the field may neither move nor attack, but cannot be attacked itself. Its orders cannot be changed until the order phase after the Stasis Field dissipates or moves.

During the repair phase of each turn, roll 1D6 for each Stasis Field on the table:

1-2 The Stasis Field dissipates. Remove the marker from the table.
3-4 The Stasis Field stays in place.
5-6 The Stasis Field moves 2D6cm in a random direction - use the deviation procedure for this. The field will stop if it comes into contact with a Titan.

If two Stasis Fields ever come into contact, they both dissipate immediately.

If a Stasis Missile is destroyed before it can be used, it explodes, creating a stasis field over the Titan that was carrying it.

VORTEX MISSILE

When a Vortex Missile explodes, it creates a seething mass of energy known as a Vortex Field. This area is quite devastatingly destructive, even for a machine as tough as a Titan.

If a Vortex Missile misses, it will deviate normally. Wherever the missile lands, a Vortex Field is created. Place a *Vortex Field* marker on the table, centred on the point of impact. Any Titan wholly or partially within the field is automatically hit. Hits from Vortex Fields knock down *all* Void Shields, *and* automatically cause critical damage on the target - roll for hit location as normal.

During the repair phase of each turn, roll 1D6 for each Vortex Field on the table:

1-2 The Vortex Field dissipates. Remove the marker from the table.
3-4 The Vortex Field stays in place.
5-6 The Vortex Field moves 2D6cm in a random direction - use the deviation procedure for this. Anything in its path is hit.

If a Vortex Missile is destroyed before it can be used, it explodes, creating a Vortex Field centered on the Titan that was carrying it.

WARP MISSILE

A Warp Missile actually travels through Warpspace, the strange chaotic universe used by starships to span immense distances in space. The missile enters Warpspace when it is fired, and is programmed to re-enter normal space on the other side of the target's Void Shields. It may sometimes materialise inside the target itself.

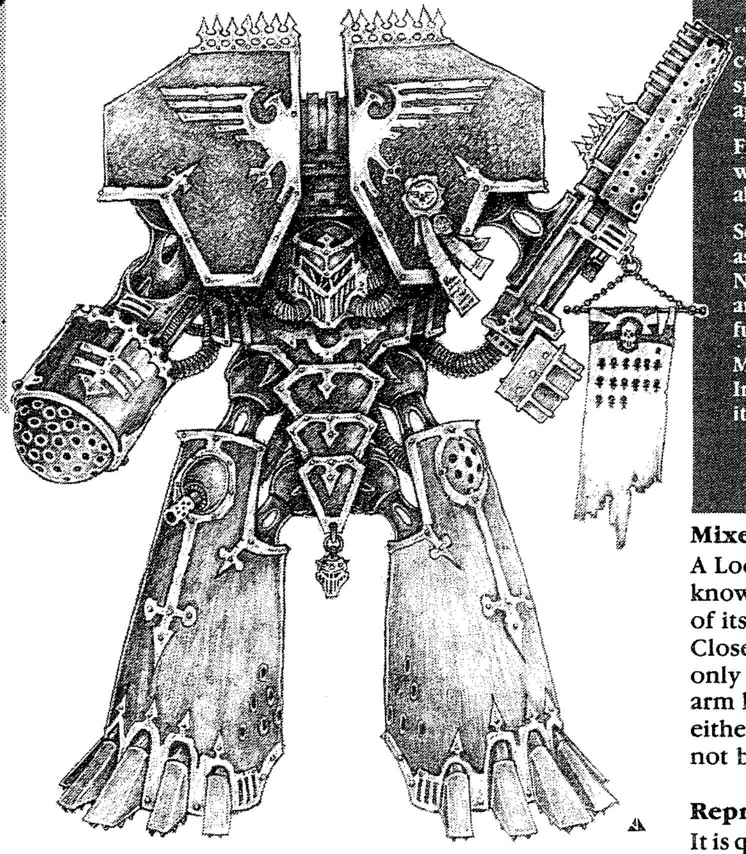
Ignore any modifers for cover when rolling to hit. If a Warp Missile misses, do not roll for deviation. A miss indicates that the missile has left Warpspace at the wrong point - and this could be anywhere in any of a million universes...

When a Warp Missile hits, it ignores any Void Shields the target may have, and automatically causes damage. Roll on the following table:

D6 Roll	Damage
1	Superficial Damage
2-5	Critical Damage
6	The missile explodes partially inside the target, inflicting *two* critical hits.

Roll for damage location normally.

Missile Type	Range Short	Range Long	To Hit Roll Short	To Hit Roll Long	Critical Hit Roll	Points Cost
Blind	72cms	-	2+	-	none	50
Haywire	36cms	72cms	3+	5+	see notes	50
Mine Dispenser	72cms	-	2+	-	none	100
Plasma	72cms	-	4+	-	3+	100
Stasis	36cms	72cms	3+	5+	see notes	50
Vortex	36cms	72cms	4+	6+	see notes	150
Warp	36cms	72cms	4+	6+	see notes	100



"The arming of Titans must, of necessity, always be a compromise. To gain heavy armament you must sacrifice speed and manoeuvrability, and vice-versa. You must approach this decision at two levels.

Firstly, the level of the individual Titan. Consider carefully what it must achieve, and how its armament will affect its ability to fulfil its objective.

Secondly, the level of the force itself: this may be the Order as a whole, or the force dispatched for a particular mission. Never forget that a Titan-force is a team - a single body, and may have specialised members designed for specific functions.

Meditate on the subject if you feel the need, or consult the Imperial Tarot. The decision is important, so do not take it lightly."

- *de Bellis Titanicis*, attributed to Haran Jaxx

HARD POINTS - Optional

The number and type of weapons that may be attached to a location on a Titan is, in reality, much more varied than the rules above give scope for. If your opponent agrees, you can use the followng rules to decide which weapons are allowed to be fitted to your Titan. Note that you will not be able to represent this with the mix of weapons provided with the game and will have to keep a written record instead or follow the guidelines for representing mixed weapons given below.

Hard Points

Each location on a Titan has 4 *Hard Points* to which weapons can be attached. The number of hard points taken up by the weapon depends on the size of each weapon barrel that is fitted to the location:

A *Heavy Weapon Barrel* takes up 1 Hard Point.

A *Close Combat Weapon* takes up 2 Hard Points.

A *Very Heavy Weapon* takes up 3 Hard Points.

If you are using these rules, you *are* allowed to fit different weapon barrels to the same location, as long as the total number of Hard Points used does not exceed 4. However, only 1 Close Combat Weapon may be fitted in each arm (and you are still not allowed to fit Close Combat Weapons to the Carapace).

Support Missiles

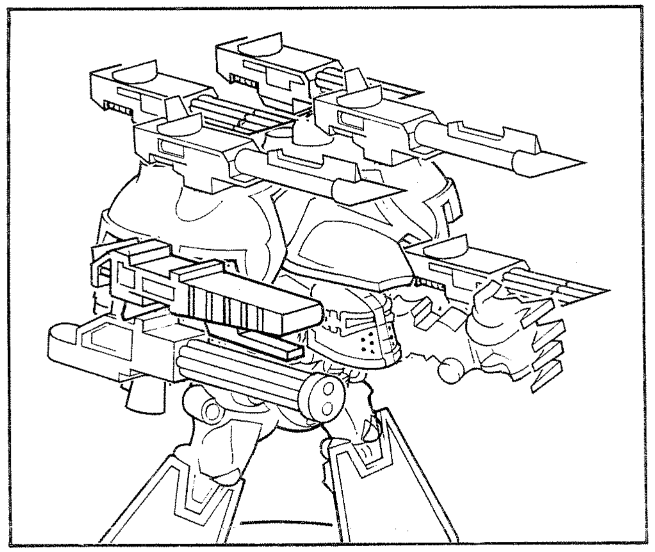
The rules for Support Missiles are unchanged (ie you may fit one to any free locations on the Carapace).

Mixed Weapons

A Location that holds different types of weapon barrel is known as a *mixed weapon*. A mixed weapon must fire all of its barrels at the same target. When a location holds a Close Combat Weapon and one or two Heavy Weapons, only one or the other can be used. So, for example, if an arm held a Power Fist and two Auto-cannons, you could either fire the Auto-Cannons *or* attack with the Power Fist, not both.

Representing Mixed Weapons

It is quite easy to represent mixed weapons on your model Titans by simply gluing together two or more of the plastic weapons included with the game. An example of what can be done is shown in the diagram below.



CLASS:	WARLORD
TYPE:	PREDATOR
LEFT CARAPACE:	Defence Laser (1) + Las-Cannon (1)
RIGHT CARAPACE:	Defence Laser (1) + Las-Cannon (1)
RIGHT ARM:	Auto-Cannon (2) + Multi-Melta (2)
LEFT ARM:	Power Fist + Las-Cannon (2)
VOID SHIELDS:	4
SPEED:	6/12
BATTLE RATING:	1140
REMARKS:	Limited manoeuvrability.

DEVICES

Titans can be fitted with various additional non-weapon systems to enhance their combat performance. A selection of these devices is covered here but note that devices may only be used with Titans of the player's own design.

"Willcox?"

"Ready. Jumping now... Position established, I see them and I see you."

"Coming over, Willcox. Leader to squadron - fire all support missiles."

"I have them, Leader. RELAY established."

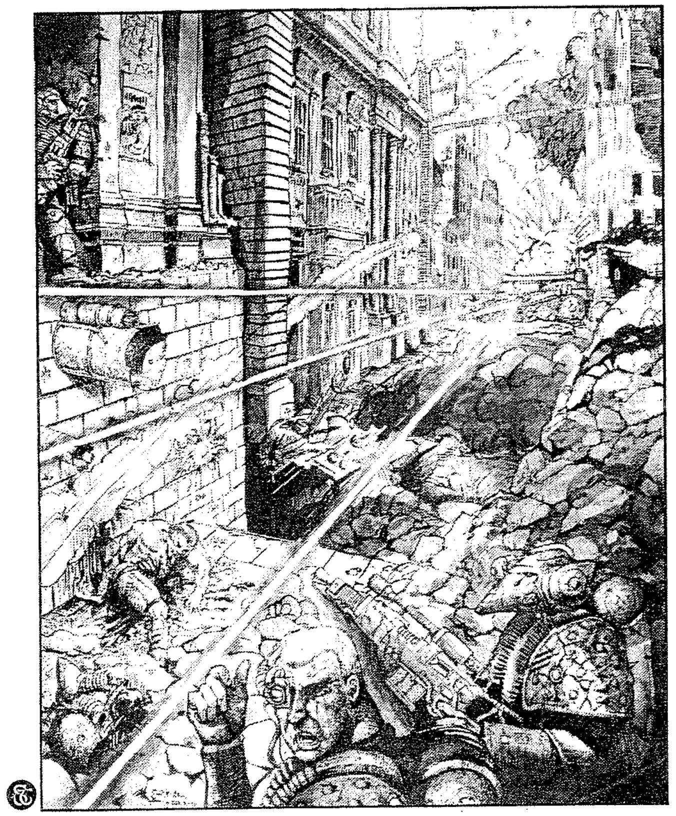
"Goodbye, Traitors..."

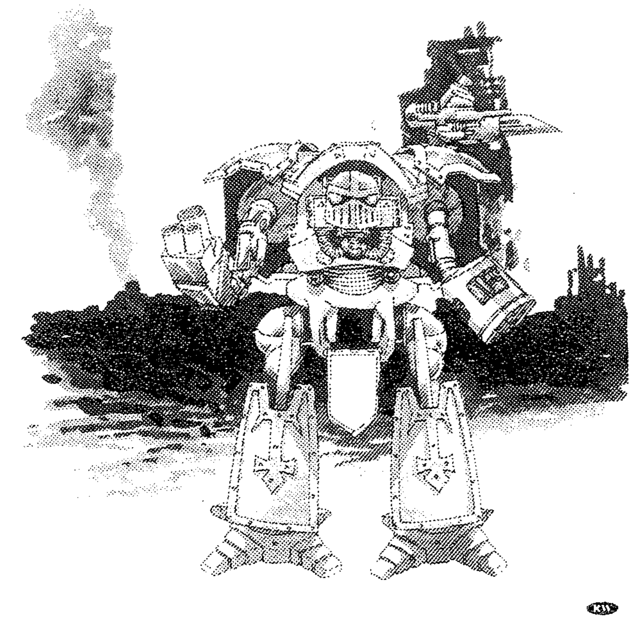
POINTS MULTIPLIER ADJUSTMENTS

These optional systems are not paid for with points, unlike weapons and Void Shields. Instead, each optional system fitted increases the Titan's *points multiplier* by 1 point. So, for example, a Battle Titan (base points multiplier 6) fitted with COBRA and Cameleoline (2 devices) would have a final points multiplier of 8.

CAMELEOLINE

Cameleoline is a reactive camouflage which mimics the background and helps mask a Titan from all forms of sighting device. It works on a broad spectrum, and hides the Titan from sight and all other sensing systems. Any attacks against a Titan fitted with Cameleoline are treated as though the range were 10cm greater the the measured distance - so, for example, a shot from 23cms is treated as a range of 33cms. This does not apply to attacks which are resolved in the close combat segment of the combat phase.





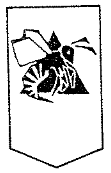
COBRA

COBRA (Command Override Battle Reaction Automation) is a generic term covering a number of different devices which allow a Titan to react to a threat more quickly. COBRA allows a Titan to fire one segment *earlier* than normal in the combat phase, but it can never allow a Titan to fire before the First Fire segment.

COBRA does not affect modifiers to hit arising from the Titan's orders for that turn.

JUMP PACKS

Battle Titans may be fitted with a Jump Pack, allowing them to fly short distances. Jump Packs allow a Titan with *Charge* orders to move *over* (but not *onto*) a building or another Titan. The move distance is unaffected.



RELAY

RELAY is a device that allows a Titan to take over the guidance of support missiles fired by other Titans, and home them in on a target within its own line of sight.

The Titan with RELAY must be within 36cms of the Titan(s) that are firing the missile(s), and have a clear line of sight to it/them. If both these conditions are met, then the range and chance to hit are worked out as if the Titan with RELAY is firing the missile(s).

A single RELAY unit can control any number of missiles at once, but they must *all* be aimed at the same target - a single RELAY unit can't designate two targets at once. A Battle Titan can be fitted with up to three RELAY units, and can designate one target with each unit if desired.

It is possible to set up 'chains' of Titans with RELAY, with each Titan passing on control of the missile(s) to the next one in the chain.

RANDOM SCENARIOS

The following system has been designed to give you an almost infinite variety of scenarios, ensuring that two games will never be the same and allowing you to try out different strategies and tactics. It is especially recommended if you are using Titans of your own design.

BASE FORCE LEVEL

First of all, the players should decide what the *base force level* (BFL) will be for the scenario. This can be done before or after setting up the scenery.

The higher the BFL, the bigger (and longer) the game will be. A BFL can be from 1000 to 6000 points.

After choosing the BFL, both players roll a D6. The player with the higher score has the choice of being the *Attacker* or the *Defender*.

OBJECTIVES

Sort out the *objective randomiser* counters. Ther are 24 of these, 12 are labelled "A" (for the *Attacker*), and 12 are labelled "D" (for the *Defender*). Put all the attacker's counters into a cup, or similar container, and put all the defender's counters into another. Each player then draws one counter, at random, from the appropriate counter.

The numbers on the counters correspond to the Objectives listed in the following pages. These give the player a *force level* and a set of *victory conditions*. The victory conditions tell the player what he must achieve in order to win the game, and should be kept secret from the other player. The force level modifies the BFL: the number of points the player can spend on his force is determined by cross-referencing the BFL and the Force Level on the *Force Table*:

FORCE TABLE

BFL	Force Level I	Force Level II	Force Level III
1000	750	1000	1250
2000	1500	2000	2500
3000	2250	3000	3750
4000	3000	4000	5000
5000	3750	5000	6250
6000	4500	6000	7500

Notes:

1. It is possible (highly likely, in fact) that the players will not have an equal number of points to spend.

2. To calculate Force Level from a BFL which is not on the table, apply the following formula: *Force Level I* is ¾ the BFL, *Force Level II* is equal to the BFL, and *Force Level III* is 1¼ times the BFL.

If the players are using the rules for support missiles the 10% bonus to total points still applies.

SETTING UP THE TITANS

The Defender may choose which edge of the table he wants to set up on, and must then place his Titans within 24cms of that edge. The Attacker may then set up his Titans up to 6cms in from the opposite side of the table. Play then proceeds as normal, with the Attacker being the First Player on turn 1.

LEAVING THE TABLE

Each player may only move their Titans off the table from their *own* edge, unless the Objective specifically states otherwise.

WINNING THE GAME

The Objectives list conditions for *Major* and *Minor* victories. In some cases the level of victory will be decided by attaining objectives, and in others it will be decided by Victory Points.

However victory is decided, a Major Victory beats a Minor Victory, any kind of victory beats no victory at all, and if both players achieve the same level of victory (or defeat), the game is a draw.

"You strive for victory. That is obvious. What may be less obvious is the *nature* of victory. There are circumstances in which you can destroy the enemy utterly, without loss to your own forces, and yet the victory will be his. In all situations, you must first decide on the nature of victory, and then take steps to secure it. Avoid the instinct to fight first and think later."

- Leman Russ, *Meditations, Book VI*

VICTORY POINTS

When a scenario refers to Victory Points, refer to the *Victory Points* table:

VICTORY POINTS TABLE

For each enemy Titan disabled or destroyed:	*The Battle Rating value of the Titan*
For each enemy Titan that left the table, *unless* this was to achieve a Victory Condition:	*Half the Battle Rating of the Titan*
For each enemy Titan that has had its Void Shields destroyed, *or* at least one weapon destroyed, *or* ends the game with damage to the Reactor, Mind Impulse Unit or Legs:	*A quarter of the Battle Rating of the Titan*

The above cases are *not* cumulative. If more than one case applies, only take the one that provides the most Victory Points.

ATTACKER OBJECTIVES

1. ENGAGE & DESTROY — **Force Level III**

Your mission is simple - you will destroy any enemy force you encounter.

Major Victory: Disable or destroy the entire opposing force.

Minor Victory: Score more Victory Points than your opponent.

2. PROPAGANDA WARS — **Force Level III**

News of the war is beamed instantly throughout the Imperium. The eyes of countless millions are upon you. It is vital to your cause that you inflict a crushing defeat on your opponent.

Major Victory: Disable or destroy one opposing Titan without your opponent scoring any Victory Points.

Minor Victory: End the game without having *any* of your Titans disabled or destroyed, *and* score more Victory Points than your opponent.

3. WAR OF ATTRITION — **Force Level II**

The war grinds endlessly on and on. The final victory will lie with the last man on his feet. Your orders are to cause as much damage to your opponent as possible, while minimising your own losses.

Major Victory: Score twice as many Victory Points as your opponent.

Minor Victory: Score more Victory Points than your opponent.

4. BLITZKRIEG — **Force Level II**

Your force is one component in a major offensive. Your task is to break through the enemy defences, sweeping all before you and moving on to take up position for the next phase of the master plan.

Major Victory: Score more Victory Points than your opponent *and* exit half the points value of your force over the opposing player's table edge.

Minor Victory: Exit half the points value of your force over the opposing player's table edge.

"Leader..."

"I see them, Koval. All Titans - enemy force ahead. We have that rendezvous at Morokai to make, so let's just punch a hole through them and leave the rest to the support columns. No duels, no heroics, no getting left behind. Power up, and let's go."

5. CONVOY — **Force Level II**

One of your Titans carries a special cargo, which is of incalculable value to your cause. You must break through the enemy lines and carry it safely to its destination.

Special Rule - One Titan holds a vital cargo. Specify which (secretly) before the start of the game.

Major Victory: Exit the Titan carrying the cargo over the opposing player's table edge *and* score more Victory Points than your opponent.

Minor Victory: Exit the Titan carrying the cargo over opposing player's table edge.

6. RESCUE MISSION — **Force Level II**

The war is not just a military affair. Intelligence is all-important, and a spy in the right place is worth any number of Titans in the wrong place. One of your spies has been discovered, but has escaped with vital information. You must pick him up and deliver him to your command point for debriefing.

Special Rule - A spy with vital information is hiding close to the enemy lines. To pick up the spy a Titan must spend a turn next to the building closest to the opposing player's table edge. The spy may not be transferred to another Titan after he has been picked up.

Major Victory: Exit the Titan carrying the spy from your own table edge.

Minor Victory: Pick up the spy (even if the Titan is later destroyed) *and* score more Victory Points than your opponent.

7. SPOILING ATTACK — **Force Level I**

Both sides are continually testing each other's defences; the first to show weakness will be the first to die. Your force has been chosen for a raid on the enemy lines.

Major Victory: Disable or destroy one opposing Titan *and* score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

8. BREAK-OUT — **Force Level I**

Your force has been surrounded. You have the choice of being killed where you are or trying to break through the enemy lines to make contact with friendly forces. The answer is simple.

Major Victory: Exit more than half the points value of your force over the opposing player's table edge.

Minor Victory: Score more Victory Points than your opponent.

DEFENDER OBJECTIVES

1. ENGAGE & DESTROY — **Force Level III**

Your mission is simple - you will destroy any enemy force you encounter.

Major Victory: Destroy or disable the entire enemy force.

Minor Victory: Score more Victory Points than your opponent.

2. TRIPWIRE DEFENCE — **Force Level III**

The lines are stretched thin, covering a vast front against attack. You must contain any enemy activity, calling on reinforcements when you can.

*Special Rule: Only Titans equal to **half** the points you have available start on the table. The remainder of your force starts to enter on the turn **after** one of your Titans fires for the first time. You may only enter **one** reinforcement Titan per turn.*

Major Victory: Stop your opponent achieving *any* of his *Major Victory* conditions *and* score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

3. THE TRAP — **Force Level III**

It's a simple tactic, as old as war itself. Dangle a part of your force in front of the enemy as bait, and if they take it - annihilate them.

*Special Rule: Only Titans equal to the points for **Force Level I** start on the table. The remainder of your force enters on the third turn (or later if you wish) from either 'neutral' edge (ie an edge where neither player set up at the start of the game).*

Major Victory: Destroy or disable the entire opposing force.

Minor Victory: Score more Victory Points than your opponent.

4. DEFENSIVE LINE — **Force Level II**

It's not glamorous, but it's war just the same. Your orders are to hold this position and thwart any and all enemy action in your area.

Major Victory: Stop your opponent achieving *any* of his *Major Victory* conditions *and* score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

5. COVERING FORCE — **Force level II**

The fortunes of war have swung against you, and your side is one the run - for now. Your force must fall back and regroup, fighting off enemy offensives all the way.

*Special Rule: Only Titans equal to **half** the points you have available start on the table. The remainder of your force enters on the **fourth** turn from either neutral edge (ie an edge where neither player set up at the start of the game), at any point within 36cms of the opposing player's table edge.*

Major Victory: Exit more than half of the points value of your force from your own table edge.

Minor Victory: Score more Victory Points than your opponent.

6. HOLDING ACTION — **Force Level I**

An enemy assault is expected. Your orders are to inflict maximum casualties before pulling back to the next line of defence. Hurt them if you can - but no senseless gestures.

Major Victory: Score more Victory Points than your opponent *and* exit at least half of the points value of your force from your own table edge.

Minor Victory: Score more Victory Points than your opponent.

7. NO RETREAT — **Force Level I**

This is it. Your force has been isolated by enemy offensives - you are cut off and backed into a corner. Your chances are slim - but you're going to take some of them with you.

*Special Rule: You may **not** retreat off the table or disengage.*

Major Victory: Disable or destroy at least one opposing Titan *and* score more Victory Points than your opponent.

Minor Victory: Score more Victory Points than your opponent.

"...And the name of the Order shall be the Death Bolts, and their Forge World shall be Esteban VII.

The colours of the Death Bolts shall be red over gold. Their banner shall be quartered, gold against chequered blue and silver, bounded red. Their badge shall be a crossbow bolt ordinary, over an inverse triangle gold.

The Grand Master of their founding shall be Maxen Vledig, and their motto shall be *nemo mea poena effugit* - None may escape my vengeance."

- from the foundation charter of the Death Bolts.

THE CAMPAIGN GAME

So far, we have been dealing with one-off battles which take place in isolation.

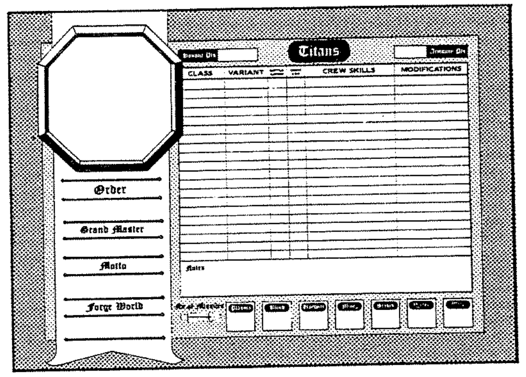
It can be much more enjoyable to link your games together, like the battles of a real military campaign. The campaign rules that follow are simple and easy to use, but you will find that they add a great deal to the games you play. You can create your own Military Order of Battle Titans, and trace its history through an entire campaign. Between battles, Titans may be repaired or re-equipped, and as crews become increasingly experienced, they turn from green recruits into battle-hardened aces.

To enjoy a campaign to the full, we suggest that you make a permanent model for each Titan in your Order, with the appropriate weapon mix and painted in the colours you devise. You may find that there aren't enough plastic Titan models for your purposes in this box, but don't worry. *Citadel Miniatures* produce extra Titans in both plastic and metal for just this purpose - you should be able to find them in the shop where you bought this game. If you haven't tried painting models before, there is a short introductory guide at the end of the rules, and Games Workshop's monthly magazine *White Dwarf* carries regular articles on painting and modelling.

"The day will not save them.
And we own
The night"

- attributed to Warmaster Horus before the assault on the Imperial Palace.

THE CAMPAIGN ROSTER



At the end of this rulebook you will find a *Campaign Roster Sheet*. Permission is given to photocopy this roster for your own personal use. The roster has spaces for the following information:

Order: The name of your Order of Battle Titans;

Grand Master: Your name. You are now the Grand Master of a Military Order of Battle Titans!

Motto: The Order's sacred motto, often used as its warcry as the Titans enter battle. The motto can be as short or as long as you like, after all, you're the Grand Master and you decide these things! For example, the motto of the Order *Imperial Eagles* is "Let the enemies of the Emperor beware!", while the Order *Destructio*, led by the eccentric Grand Master Wilson, use the chant "Big Death, **Big Death, BIG DEATH!**"

Forge World: The name of the planet where the Order is based when it is not fighting. If you get stuck for a name, just use the name of the street or town where you live, suffixed by the number of your house. For example, if you lived at 4 Albert Road, Glasgow, you could name your Order's Forge World 'Albert IV' or 'Glasgow IV'.

Honour Points: Use this section to keep track of the Order's current Honour Points total. Basically, the order will gain Honour Points for winning battles, and lose them for losing battles. An Order's current Honour Points total directly affects its chance of receiving new equipment - in the harshly efficient Imperium no-one wastes new equipment on losers!

Armoury Points: The Order's current Armoury Points total. Between games you will get the chance to collect *Armoury Points*, which can be used to repair damage to your Titans and buy new Titans and equipment. You don't have to spend Armoury Points straight away, you can save them up if you wish. Any saved Armoury Points are recorded in this section of the roster.

Titans: This is the most important part of the roster. Each line in this space records all the details of *one* of the Order's Titans - Variant, Battle Rating, crew experience, crew skills, modifications and devices, etc.

Support Missiles: There is a space for each type of missile. Use this space to record the number of each type of missile which the Order has available, and cross them off as you use them. You may *only* use support missiles which your Order has available.

Use a pencil to fill in the roster - things change all the time, so you'll need to be able to rub entries out and amend them. Alternatively, cover the roster in clear plastic and use a wipe-off marker.

CREATING THE ORDER

BUYING TITANS

You have 10,000 points with which to set up your Order. You can buy any of the pre-generated Titans from the Data Cards, or use ones you have designed yourself. An Order must have at least 8 Titans. Any support missiles are also bought from these 10,000 points. You don't have to spend all 10,000 points if you don't want to - any points left over go into the current Armoury Points total. Be sure to record all your Order's Titans and support missiles on your Campaign Roster.

Choosing the Titans for your Order involves some far-reaching decisions, so don't be hasty. Try to make sure that you have a good selection of Titans with differing Battle Ratings and armament, so that when you play a game you can always call on the right Titans for the job.

Once you have picked your Titans, record the information on the Campaign Roster, and record any left-over points in the Armoury Points section.

CREW EXPERIENCE

Next, you must generate the experience level of each of your Titan crews. Generate one crew for each Titan in the Order, writing their experience levels down on a piece of scrap paper, and then allocate them to the Titans as you see fit. If you are using painted Titans, it should be easy to tell which one is which. If you are using unpainted Titans, or if you have difficulty telling your painted Titans apart, put a small numbered sticker (available from most stationers) on the base of each one.

Crews can either be *Green*, *Experienced*, *Veteran*, *Elite* or *Ace*. When you are creating an Order, the experience level of each crew is worked out randomly. After that their experience level will depend on how many *Experience Points* they have.

When you are setting up an Order, roll once on the *Crew Experience Chart* for each Titan in your Order. Note down the Experience Level and Experience Points for each crew, and as you allocate each crew to a Titan, fill in the appropriate boxes on the Campaign Roster.

Note that you can never get Elite or Ace crews when setting up an Order - this level of competence only comes with many battles!

CREW EXPERIENCE TABLE

2D6 Roll	Experience Level	Experience Points
2-5	Green	0
7-10	Experienced	2
11-12	Veteran	5

HONOUR POINTS

All Orders have 0 Honour Points when they are first set up. Rules for how Honour Points are gained and used are given later.

NAME, FORGE WORLD, ETC

All the other details on the Campaign Roster are left for you to fill in. This is your opportunity to give your Order of Titans an individual identity and character of its own!

CAMPAIGN SCENARIOS

Having created your Order of Titans, the next step is to send them into battle! Use the *Random Scenarios* rules, but decide the BFL each time by rolling a D6 and multiplying the score by 1,000. The Titans you use must come from your Order and nowhere else! Support Missiles may be used, but must be selected from those available on the Order's Campaign Roster - you don't get a 10% bonus to spend on support missiles in the campaign game.

CREW CASUALTIES

In the campaign game, it is important to keep track of what happens to the crew of a destroyed or disabled Titan. Is the crew killed, or do they survive to fight another day in another Titan?

As previously stated, a Titan is destroyed or disabled by *Catastrophic Damage* to its Mind Impulse Units, Legs or Reactor. The effects of this on the crew are as follows:

MIND IMPULSE UNITS

Catastrophic Damage to a Titan's Mind Impulse Units causes a surge of feedback through the MIUs - and, of course, through the minds of the crew. This is nearly always fatal, and those who survive suffer severe brain damage. Catastrophic Damage to the MIUs effectively destroys the Titan's crew - strike them from the Campaign Roster.

LEGS

There are few more impressive sights in war than the sight of a Titan losing a leg. The metal giant totters for a few seconds, stabilising jets overload themselves trying to compensate, and finally the sixty-foot figure comes crashing down like a felled tree. The stabilising jets buy a few vital seconds before they burn themselves out, and there is a good chance that the crew will be able to eject in this time. When a Titan suffers Catastrophic Damage to the Legs, the player rolls a D6:

1 Crew failed to eject. Roll again:
- 1-5 Crew survive; roll on *Escape Table* 3.
- 6 Crew killed; delete from Campaign Roster.

2-6 Crew ejected safely. Roll on *Escape Table 1* and see *Ejecting*, below.

REACTOR

Plasma reactors are old-fashioned, crude and dangerous. When a Titan's plasma reactor suffers Catastrophic Damage, it will become unstable almost instantly, and begin an unstoppable and spectacular meltdown. The crew's only hope is to eject and get far enough away from the Titan before the reactor explodes. When a Titan suffers Catastrophic Damage to the Reactor, the player rolls a D6:

1-4 Crew killed; delete from Campaign Roster.

5-6 Crew ejected safely. Roll on *Escape Table 1* and see *Ejecting*, below.

OTHER DAMAGE

The crew is *only* affected by Catastrophic Damage to the Mind Impulse Units, Legs or Reactor. Any other damage to a Titan has no effect on the crew.

EJECTING

All Titans are fitted with ejector systems, so that the crew can escape from a destroyed or disabled Titan. When the ejector mechanism operates, all crew members are automatically moved from their battle stations to the main cabin in the head of the Titan. This then disengages from the body and flies away from the battle zone using its built-in drives and anti-grav units.

A successful eject doesn't necessarily mean that the crew will survive the battle, however; the detached cabin must run a gauntlet of fire to make it back to base. When a crew ejects successfully, refer to the *Escape Table 1*.

SWITCHING OFF

If a player decides to switch off the ignition on a Titan, the crew will automatically eject at this point, and will not suffer any adverse effects for damage inflicted on the Titan later in the battle. Roll on *Escape Table* 1.

SELF-DESTRUCT

When a crew ejects, they may rig their Titan to self-destruct if the player wishes. When a player exercises this option, he rolls a D6:

1 *Phut!* The Titan fails to self-destruct. Treat as 'switched off'.

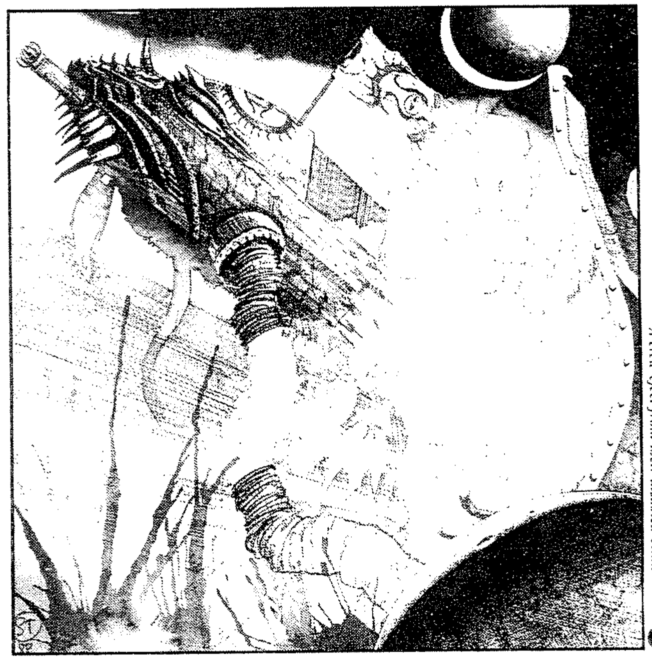
2-6 *Ka-Booom!* The Titan immediately explodes, just as if the reactor had suffered *Catastrophic Damage.*

ESCAPE TABLES

D6 Roll	Result
	Table 1
1-2	The Ejector System is damaged. Roll on Table 2.
3-6	The crew escapes successfully.
	Table 2
1	The Ejector System is destroyed by enemy fire. The crew cannot escape. There are no survivors. Delete the crew from the Campaign Roster.
2-4	The Ejector System is damaged by enemy fire. The cabin crash-lands in no man's land. Roll on Table 3.
5-6	The Ejector System is damaged by enemy fire. The cabin crash-lands in friendly territory. The crew may not be used for the next two games while they recover from their injuries.
	Table 3
1	The crew is killed by enemy troops in no man's land. Delete them from the Campaign Roster.
2	The crew is captured by enemy troops in no man's land. Roll on Table 4.
3-6	The crew makes it back to friendly territory, but may not take part in the next three games while they recover from their injuries.
	Table 4
1	The crew is killed attempting to escape. Delete them from the Campaign Roster.
2-4	The crew fails to escape, and is transferred to a PoW camp. For them, the war is over - delete them from the Campaign Roster.
5-6	The crew escapes. Roll on Table 3.

CREWS WITHOUT A TITAN

When a crew survives the destruction of its Titan, leave the crew on the roster, but erase the information on the Titan itself. When you replace the Titan, enter the data for the new Titan in this space.



A crew eject from their disabled Titan

DOWNTIME

In the campaign game, what happens *between* battles can be as important as what happens *in* battles. To handle this, we introduce *Downtime.*

Downtime takes place at the end of every battle. It is made up of a sequence of phases, which must be followed as strictly as the sequence of play in the Basic Game. Downtime must be carried out *immediately* after the battle, so that the players can witness each other's dice rolls and so on.

DOWNTIME PLAY SEQUENCE

1. Experience Phase
2. Honour Phase
3. Salvage Phase
4. Repair Phase
5. Recruiting Phase

EXPERIENCE PHASE

During this phase, experience points are awarded to each crew which survived the battle, and any changes in experience level are dealt with.

GAINING EXPERIENCE

As they survive from one battle to another, crews become more efficient. Long experience teaches them how to use their Titan to best effect, and moulds them into an increasingly effective fighting unit. To reflect this in the game, we use *experience points.*

As you have seen on the *Crew Experience Table*, all crews have a number of experience points which reflect their experience and expertise. After each battle, each surviving crew receives a number of experience points, raising its current total. When a crew's experience points total reaches a certain level, it progresses to the next experience level.

A Titan crew gains experience points as follows:

For surviving the battle:	1 experience point
For each kill scored:	1 experience point

KILLS

A crew scores a *kill* when their Titan makes an attack which leads directly to an enemy Titan being disabled or destroyed.

For example, if a crew made an attack and damaged the target's reactor, and subsequently the reactor malfunctioned and the target blew up, the crew would score a kill.

Similarly, if an attack hit a damaged reactor, and the Catastrophic Damage roll caused the reactor to blow up, the crew would be credited with a kill.

It is up to each player to keep track of the kills scored by each of his crews. If there is any doubt as to who gets the credit, no-one does!

INCREASING EXPERIENCE LEVEL

A crew's experience level is measured by its current experience point total, as shown on the *Experience Level Chart*. Crews cannot change experience level *during* a battle - all changes take place in the Experience Phase of Downtime.

EXPERIENCE LEVEL CHART

Experience Points	Experience Level
0 to 1	Green
2 to 4	Experienced
5 to 9	Veteran
10 to 15	Elite
16 or more	Ace

THE BENEFITS OF EXPERIENCE

So what effect does a crew's experience level have on the game?

The effects of experience are represented by *dice rerolls*. The following chart shows how dice rerolls relate to experience level:

Experience Level	Dice Rerolls
Green	nil
Experienced	1
Veteran	2
Elite	3
Ace	4

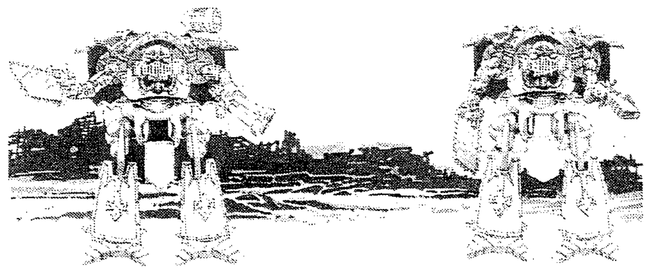
DICE REROLLS

Keep track of the number of dice rerolls available to each Titan crew in your Order. This is the number of times in each battle that you may reroll any dice roll which affects that Titan.

So, for example, you may miss a roll to hit with one of your Titans. If you have an experienced crew (and if they have any dice rerolls left for the battle!), you may ignore the first roll and try again.

Or, if an enemy Titan has just landed a successful hit, the crew of your Titan may use a reroll to force your opponent to roll again - in the hope that he'll miss this time!

Every time a crew uses a reroll, make a note of it. A crew may never use more rerolls than it actually has; some groups of players have devised particularly painful punishments for those who break this rule.



SKILLS (Optional)

When a crew reaches Ace status, it still carries on gaining experience points. Although the crew can't increase its experience level beyond Ace, the experience points are still useful, because the crew can gain *skills*.

A crew will gain one skill when it reaches 20 experience points, and one additional skill for each 10 experience points thereafter (ie at 30, 40, 50, etc).

When a crew accumulates enough experience to gain a skill, the player chooses one from the following list. Skills are recorded in the appropriate section of the Campaign Roster.

Fast Reactions: This skill allows the crew to fire one segment earlier than normal in the combat phase, but never before the First Fire segment. Any modifiers to the hit roll for the Titan's orders still apply, however. This skill may not be used if the Titan is fitted with COBRA.

Accuracy: The Titan's crew is exceptionally good at gunnery. All attacks except close combat attacks gain a +1 modifier to hit; this is cumulative with other modifiers.

Marksmanship: The Titan's crew is capable of shooting with great accuracy. You may modify the Hit Location roll by 1 point in either direction. This modifier is applied after the dice has been rolled. It does not apply to any rolls on the *Body Damage Table*.

Close Combat Attack: The crew is highly adept at landing telling blows in close combat. Apply a +1 modifier to hit to any attacks made with close combat weapons; this is cumulative with other modifiers.

Close Combat Defence: The crew is highly adept at avoiding close combat attacks. Enemy Titans suffer a -1 modifier to hit to any attacks made with close combat weapons against this crew; this is cumulative with other modifiers.

Damage Control: The crew react quickly and efficiently to minimise damage to their Titan. Apply a +1 modifier to any Repair rolls.

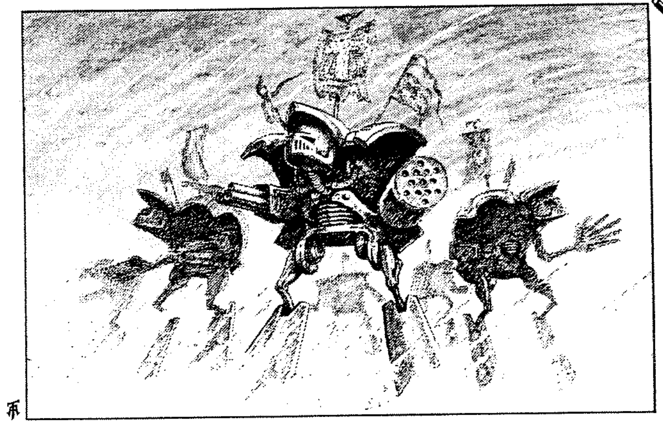
Very Lucky: This skill is used in conjunction with a reroll, and may only be used *once* per game. Use the reroll as normal, but don't roll the dice. Instead, you may *choose* what number is rolled on the dice.

Natural Leader: This skill may only be used *once* per game. In the End Phase of a turn you may decide who will be the First Player for the next turn.

HONOUR PHASE

Your Order receives 2 Honour Points for a Major Victory and 1 Honour Point for a Minor Victory. The Order *loses* 1 Honour Point for a defeat. An Order's Honour Point total can never fall below zero.

Honour Points reflect the Order's fighting reputation, and the esteem in which it is held by the rest of the Imperium. You will find it easier to requisition new equipment if your Order has a high Honour Points score - see *Requisitioning*.



SALVAGE PHASE

The battlefield can provide rich pickings for the Forge Master of a Military Order, as precious spares can be salvaged from disabled Titans.

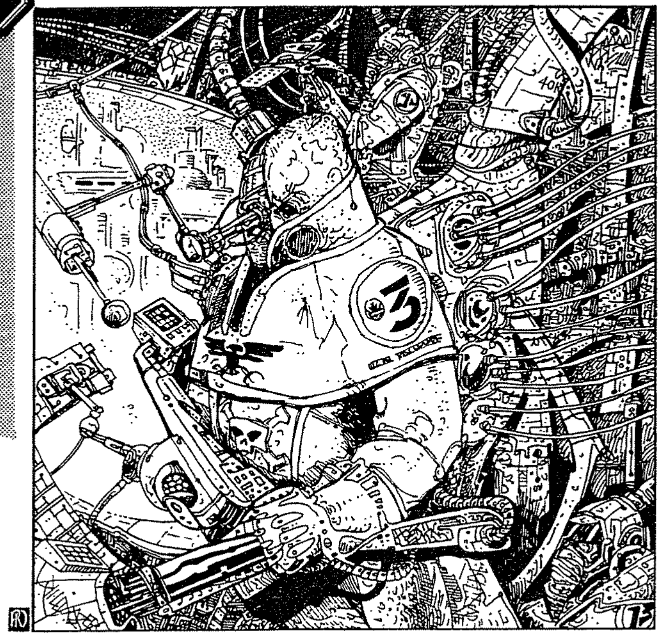
A player may salvage from a battlefield at the end of a battle *only* if his Order is in sole possession - that is, if he has at least one operational Titan on the battlefield, *and* his opponent has *no* operational Titans on the battlefield. An Order may lose a battle and still command the battlefield at the end of it.

The salvage potential of a Titan depends on the level of damage that it has suffered:

Intact: 'Switched-off' Titans may be salvaged whole. The Titan may either be repaired (see below), or any intact weapons, Void Shield Generators and Mind Impulse Units can be stripped out and fitted to other Titans.

Legs: Titans which have suffered Catastrophic Damage to the Legs may yield any intact weapons, VSGs and MIUs as spare parts for other Titans.

Mind Impulse Units: Titans which have suffered Catastrophic Damage to the MIUs may either be repaired (see below), or stripped of any intact weapons and VSGs as spare parts for other Titans.



SALVAGING DEVICES

Cameleoline: Cameleoline may never be salvaged from a Titan, although if a Titan equipped with Cameleoline can be repaired, the Cameleoline functions as normal.

COBRA: Titans which have been 'switched off', or which have suffered Catastrophic Damage to the Legs, can be stripped of COBRA if they are equipped with it. Catastrophic Damage to the MIUs automatically burns out the COBRA device, and Catastrophic Damage to the Reactor (or self-destruction) destroys the COBRA along with everything else.

Jump Packs: Titans which have been 'switched off', or which have suffered Catastrophic Damage to the MIUs, may be stripped of Jump Packs if they are equipped with them. Jump Packs are destroyed if the Reactor or the Legs suffer Catastrophic Damage, or if the Titan self-destructs.

RELAY: Titans which have been 'switched off', or which have suffered Catastrophic Damage to the Legs, can be stripped of RELAY if they are equipped with it. Catastrophic Damage to the MIUs automatically burns out the RELAY device, and Catastrophic Damage to the Reactor (or self-destruction) destroys the RELAY along with everything else.

SALVAGE CONDITION

Roll on the *Salvage Table* for each part that is salvaged:

SALVAGE TABLE

D6 Roll	Result
1 or less	The part no longer works, and must be discarded.
2-6	The part is in working order, and may be used.

The roll is made with a -2 modifier when dealing with parts taken from enemy Titans.

If you decide to repair a Titan with destroyed MIUs, roll once for the *whole* Titan to see if it is repairable.

REPAIR PHASE

Damaged Titans may, of course, be repaired. This may be done with parts salvaged from other Titans, or with new parts requisitioned from the Adeptus Mechanicus (see *Requisitioning*).

SPARE PARTS

Salvaged spare parts can be used to repair damaged Titans, or to improve undamaged Titans.

Void Shield Generators can be used to replace destroyed VSGs, or to increase a Titan's number of Void Shields. Note that a Battle Titan may never have more than 6 Void Shields.

Weapons may be mounted on any spare location, either to replace destroyed weapons or to increase the Titan's armament. Note that you may *not* split the barrels from a salvaged multi-barrelled weapon among several different locations, nor use them to increase the number of barrels an already-fitted weapon has.

Mind Impulse Units may be used to replace any MIUs that were destroyed by Catastrophic Damage.

Devices may be fitted to any Titan that is not already equipped with them. Note, however, that COBRA cannot be fitted to a Titan whose crew has the *Fast Reactions* skill.

Support Missiles may be added to the Order's Armoury and used as required.

POINTS COSTS

Salvaged weapons, systems and devices are free; they do not cost the Order any Armoury Points.

REQUISITIONING

In Downtime, each Order receives a number of Armoury Points equal to 20% of the BFL for the scenario that has just been played.

During the Repair Phase of Downtime, an Order may spend any or all of its current Armoury Points to buy new Titans and new parts for existing Titans. This represents requisitioning supplies from the Adeptus Mechanicus workshops (those loyal to the Emperor or those following Horus, depending on which side your Order is on), rather than simply fitting salvaged systems to your Titans.

An Order may never 'sell' material back to the Adeptus Mechanicus in order to gain more Armoury Points. On the other hand, it doesn't have to fit everything it has onto a Titan; it can leave weapons, devices and other parts in storage on its Forge World until they are needed.

Weapons, Void Shields and Devices may be bought to improve undamaged Titans, and new missiles may be bought to add to the missile armoury.

FITTING

New equipment may be fitted to existing Titans, subject to the same restrictions as for salvaged equipment above.

POINTS COSTS

The cost of a **weapon** or **Void Shield** is equal its basic points value, multiplied by the Points Multiplier of the Titan it will be fitted to.

Mind Impulse Units have a cost equal to 20% of the Battle Rating value of the Titan they will be fitted to.

Devices cost an amount equal to the difference between the Titan's Battle Rating before and after the device is fitted. For example, a Battle Titan with a Battle Rating of 600 is to be fitted with COBRA. It has no other devices, so its Points Multiplier is 6 - the base value for Battle Titans. Adding COBRA will change its Points Multiplier from 6 to 7; this will change its Points Value to (600/6) x 7 = 700 - an increase of 100 points. Therefore, in this case the COBRA device will cost the Order 100 Armoury Points.

APPEALS

Each player may try to increase the number of Armoury Points he receives in the Repair Phase by making an *Appeal* to the controllers of the Adeptus Mechanicus Workshop. A player may appeal for any number of extra points - but the more you ask for, the greater the chance that the appeal will be refused. When you make an appeal, roll on the *Appeal Table.*

APPEAL TABLE

2D6 Roll	Result
2-5	Appeal denied
6-12+	Appeal granted

Dice Roll Modifiers

1. Add the Order's current Honour Point total to the roll.
2. Subtract 1 from the roll per 100 extra points requested. Round fractions of 100 points down.

MODIFICATIONS

Any changes to a Titan's weaponry, Void Shields or devices should be recorded in the *Modifications* section of the Campaign Roster. Note that the modifications may also change the Titan's Battle Rating and its move rates.

RECRUITING PHASE

In this phase, an Order may *recruit* new crews from those in reserve and/or training on their Forge World, but only if it has more Titans than crews. You may only recruit one crew per uncrewed Titan - you can't have spare crews sitting around waiting their turn!

Generate each new crew's experience level on the *Crew Experience Table*, but add +1 to the dice total for every 5 Honour Points your Order has collected. Fractions of 5 Honour Points don't count, so if your Order has 19 Honour Points the modifier is 3, and if the Order has 4 Honour Points the modifier is 0.

A modified score of more than 12 is counted as a 12 - you can't recruit crews of a higher level than Veteran.

Assault on the Imperial Palace.

THE SEQUENCE OF PLAY

1. ORDER PHASE
2. MOVEMENT PHASE
   - i. Charge
   - ii. Advance
   - iii. First Fire
3. REPAIR PHASE
   - i. Downed Void Shields
   - ii. Damaged Systems
   - iii. Damaged Systems Malfunction Rolls
4. COMBAT PHASE
   - i. First Fire
   - ii. Advance
   - iii. Charge
   - iv. Close Combat
5. END PHASE

REPAIR ROLLS

Void Shields Roll 1D6: 1-4 - No Effect, 5-6 - Shield Repaired.

Damaged Sytems Roll 1D6: 1-4 - No Effect, 5-6 - System Repaired.

Malfunction Roll Roll 1D6: 1-5 - No Effect, 6 - Catastrophic Damage

Add 1 to the dice roll if the Titan has *Damage Control* orders.

ORDERS

First Fire: The Titan may not move, apart from turning up to 45° in place. During the combat phase, Titans with *First Fire* orders attack first, with a +1 modifier to hit.

Advance: The Titan may move up to its Advance distance in the movement phase, making up to four 45° turns during the move; or it may move a similar distance in reverse, making only one turn of up to 45°. Titans with *Advance* orders attack after Titans with *First Fire* orders, and before Titans with *Charge* orders.

Charge: The Titan moves before Titans with *First Fire* or *Advance* orders, and may move up to its Charge distance. Only one 45° turn may be made, Titans with *Charge* orders attack last in the combat phase, and suffer a -1 modifier to hit when they make a ranged attack.

Damage Control: The Titan may not move, turn or fire, but all Repair Rolls are modified by +1. Any attacks on the Titan recieve a +1 modifier to hit.

Cumulative Damage Roll 1D6 for each location taking two or more hits: 1-3 - no effect, 4-6 - Catastrophic damage

WEAPONS TABLE

Weapon	Range Short	Range Long	To Hit Roll Short	To Hit Roll Long	Critical Hit Roll
Heavy Weapons					
Auto-Cannon	36cm	72cm	5+	6+	6+
Las-Cannon	30cm	60cm	4+	6+	4+
Multi-Launcher	36cm	72cm	4+(B)	6+(B)	5+
Multi-Melta	12cm	-	5+	-	3+
Plasma Gun					
- Sustained	20cm	-	6+(F)	-	6+
- Maximal	36cm	72cm	4+	6+	5+
Very Heavy Weapons					
Defence Laser	72cm	-	3+(B)	-	2+
Macro-Cannon	72cm	-	3+(B)	-	3+
Plasma Cannon					
- Sustained	20cm	-	4+(F)	-	6+
- Maximal	36cm	72cm	3+(B)	6+(B)	3+

Modifiers to hit: Attacker has *First Fire* orders: +1; Attacker has *Charge* orders: -1; Target has *Damage Control* orders: +1; Target is in *Cover*: -1.

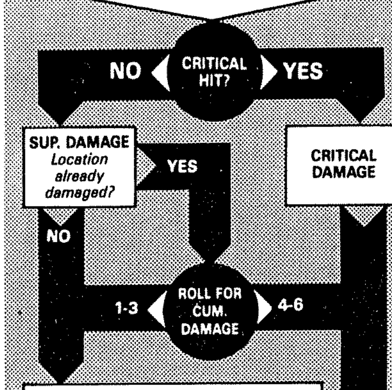
CLOSE COMBAT WEAPONS TABLE

Close Combat Weapon	To Hit Roll	Damage
Power Fist	4+	1-3 Critical Hits (Roll a D6: 1-2 = 1 Critical Hit, 3-4 = 2 Critical Hits, 5-6 = 3 Critical Hits.)
Chain Fist	3+	1-2 Critical Hits (Roll a D6: 1-3 = 1 Critical Hit, 4-6 = 2 Critical Hits.)
Las-cutter	2+	1 Critical Hit
Improvised	5+	1 Critical Hit

Note that close combat 'to hit' rolls are *never* modified for the Attackers orders.

1-3 WEAPONS

1 LEFT ARM
2 RIGHT ARM
3 CARAPACE - Roll again: 1-3 left, 4-6 right


NO
CRITICAL HIT?
YES
SUP. DAMAGE Location already damaged?
YES
CRITICAL DAMAGE
NO
1-3
ROLL FOR CUM. DAMAGE
4-6

DAMAGED

The weapon location (left arm, right arm or carapace) is damaged, and *all* weapons mounted on that location are unusable until it is repaired.

REPAIR ROLLS

You may attempt to repair a damaged weapon location during each repair phase. Only one repair roll is necessary for the entire location and all weapons mounted on it. Destroyed weapon locations may *not* be repaired, and cannot suffer Catastrophic Damage.

DESTROYED

All the weapons in the location hit are destroyed. Remove them from the model. Any further hits to this location are applied to the *Body* instead.

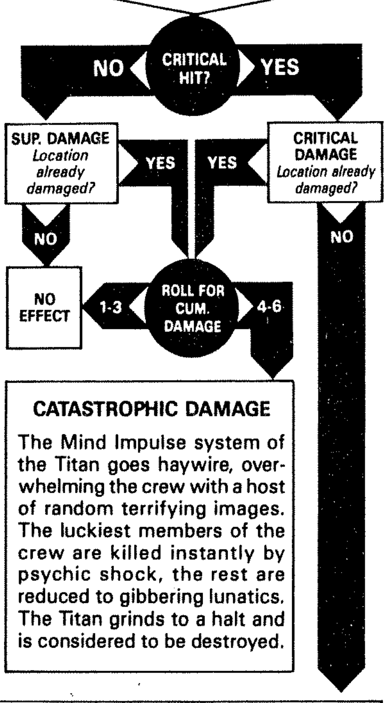
4,5 BODY

1-3 VOID SHIELD GENERATORS

DESTROYED

The Titan's Void Shields Generators have been destroyed. All Void Shields are knocked down, and may *not* be repaired. The Titan is without Void Shields for the rest of the game. Count any further *Void Shield Generators Destroyed* results as *Reactor* hits instead.

4,5 MIND IMPULSE UNIT


NO
CRITICAL HIT?
YES
SUP. DAMAGE Location already damaged?
YES
YES
CRITICAL DAMAGE Location already damaged?
NO
NO
NO EFFECT
1-3
ROLL FOR CUM. DAMAGE
4-6

CATASTROPHIC DAMAGE

The Mind Impulse system of the Titan goes haywire, overwhelming the crew with a host of random terrifying images. The luckiest members of the crew are killed instantly by psychic shock, the rest are reduced to gibbering lunatics. The Titan grinds to a halt and is considered to be destroyed.

DAMAGED

The Titan is given orders as normal, but may go out of control. Until the Mind Impulse Units are repaired, roll a dice at the start of each movement phase and each combat phase to see what the Titan will do:

Dice Roll	Movement Phase	Combat Phase
1-3	Move normally	Fire normally
4-5	May not move	May not fire
6	Random move	Random fire

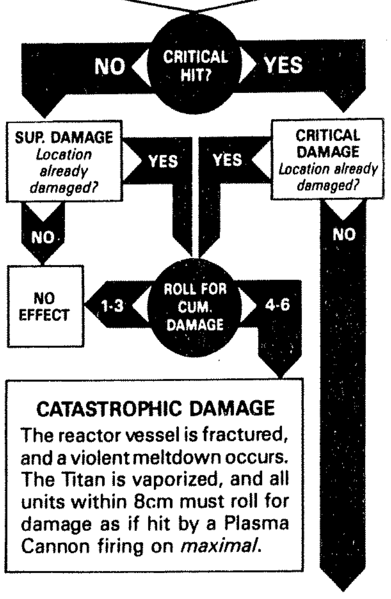
Random Move: The opposing player may move the Titan, within the restrictions of the orders the Titan has for the turn.

Random Fire: The Titan fires all of its weapons at the closest target available - friend or foe - within the restrictions of the orders the Titan has for the turn and the rules for LOS. If there is a choice of targets, the opposing player can choose which weapons are used and what they are fired at. The Titan will not attack itself!

REPAIR ROLLS

The player may attempt to repair damaged Mind Impulse Units in each Repair Phase.

6 REACTOR


NO
CRITICAL HIT?
YES
SUP. DAMAGE Location already damaged?
YES
YES
CRITICAL DAMAGE Location already damaged?
NO
NO
NO EFFECT
1-3
ROLL FOR CUM. DAMAGE
4-6

CATASTROPHIC DAMAGE

The reactor vessel is fractured, and a violent meltdown occurs. The Titan is vaporized, and all units within 8cm must roll for damage as if hit by a Plasma Cannon firing on *maximal*.

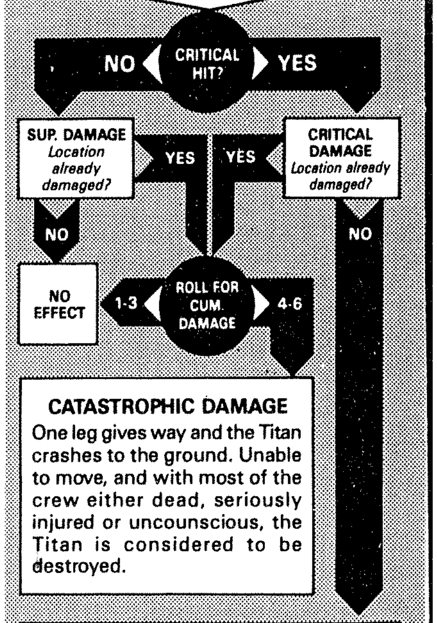
DAMAGED

Power output from the reactor is reduced to a mere trickle. All available power is being channelled into the auto-repair systems. The Titan may not be given any orders until the reactor is repaired, and therefore cannot move or fire. Even *Damage Control* orders are not allowed until the reactor is repaired, since there is not enough power for the additional damage control systems.

REPAIR ROLLS

You may attempt to repair a damaged reactor during each repair phase. Always roll to repair the reactor *before* you attempt to repair anything else - if you fail to repair the reactor, you may not make any other repair rolls. Since you must roll to repair Void Shields before any other system, this means that the Void Shields may not be repaired until the turn *after* the reactor has been repaired.

6 LEGS


NO
CRITICAL HIT?
YES
SUP. DAMAGE Location already damaged?
YES
YES
CRITICAL DAMAGE Location already damaged?
NO
NO
NO EFFECT
1-3
ROLL FOR CUM. DAMAGE
4-6

CATASTROPHIC DAMAGE

One leg gives way and the Titan crashes to the ground. Unable to move, and with most of the crew either dead, seriously injured or uncounscious, the Titan is considered to be destroyed.

DAMAGED

The Titan may no longer be given *Charge* orders. If it is given *Advance* orders, it may only make one 45° turn during the course of the move. It may still make a 45° turn if it is given *First Fire* orders.

REPAIR ROLLS

Damaged legs may *not* be repaired.

DESIGNING TITANS - ADVANCED RULES

POINTS COSTS

Weapon	Points Cost
Heavy Weapons	
Auto-Cannon	5
Las-Cannon	15
Multi-Launcher	15
Multi-Melta	5
Plasma Gun	10
Very Heavy Weapons	
Defence Laser	30
Macro-Cannon	25
Plasma Cannon	20
Close Combat Weapons	
Chain Fist	10
Las Cutter	5
Power Fist	10
Void Shield	10
Device	add 1 to Titan's Points Multiplier

MOVEMENT RATES

Number of Barrels	Advance Move Rate	Charge Move Rate
1-4	10cms +	20cms +
5-8	8cms	16cms
9-12	7cms	14cms
13-16	6cms*	12cms*

*Titans with more than 12 barrels are very heavy, cumbersome and unmanoeuvrable. When they have *Advance* orders, they may make no more than *two* 45° turns; both turns may be made together if desired. If they have *Charge* orders, they may still make one 45° turn, but it may only be made at the *end* of the move.

+ Titans with less than 5 barrels are *highly manoeuvrable.* If they have *charge* orders, they may make *two* 45° turns; both turns may be made together if desired.

FORCE TABLE - ADVANCED RULES

Force Level	BFL 1000	2000	3000	4000	5000	6000
I	750	1500	2250	3000	3750	4500
II	1000	2000	3000	4000	5000	6000
III	1250	2500	3750	5000	6250	7500

Notes:
1. It is possible (highly likely, in fact) that the players will not have an equal number of points to spend.
2. To calculate Force Level from a BFL which is not on the table, apply the following formula: *Force Level I* is ¾ the BFL, *Force Level II* is equal to the BFL, and *Force Level III* is 1¼ times the BFL.

SUPPORT MISSILES - ADVANCED RULES

Missile Type	Range Short	Range Long	To Hit Roll Short	To Hit Roll Long	Critical Hit Roll	Points Cost
Blind	72cms	-	2+	-	none	50
Haywire	36cms	72cms	3+	5+	see notes	50
Mine Dispenser	72cms	-	2+	-	none	100
Plasma	72cms	-	4+	-	3+	100
Stasis	36cms	72cms	3+	5+	see notes	50
Vortex	36cms	72cms	4+	6+	see notes	150
Warp	36cms	72cms	4+	6+	see notes	100

Warp Missile Damage Table

Dice Roll	*Damage Inflicted*
1	Superficial Damage
2-5	Critical Damage
6	The missile explodes partially inside the target, inflicting *two* critical hits.

Blind Markers

Roll a D6 for each marker during the Repair Phase. It is removed on a roll of 1.

Field Table

Roll once for each Vortex Field or Stasis Field during the Repair Phase.

1-2	The field dissipates. Remove the marker from the table.
3-4	The field stays in place.
5-6	The field moves 2D6cm in a random direction - use the deviation procedure for this. A Stasis Field will stop if it comes into contact with a Titan, a Vortex Field will not.

EFFECTS OF CATASTROPHIC DAMAGE ON CREW

Location	Effect
Mind Impulse Units	Crew destroyed
Legs	Roll D6: 1 Crew failed to eject. Roll again: 1-5 Crew survive; roll on *Escape Table 3*. 6 Crew killed. 2-6 Crew ejected safely. Roll on *Escape Table 1*.
Reactor	Roll D6: 1-4 Crew killed. 5-6 Crew ejected safely Roll on *Escape Table 1*.
Other	No effect

SELF-DESTRUCT

Roll D6:

1	*Phut!* The Titan fails to self-destruct. Treat as 'switched off'.
2-6	*Ka-Booom!* The Titan immediately explodes, just as if the reactor has suffered Catastrophic Damage

ESCAPE TABLES

D6 Roll	Result
Table 1	
1-2	The Ejector System is damaged. Roll on Table 2.
3-6	The crew escapes successfully.
Table 2	
1	The Ejector System is destroyed by enemy fire. The crew cannot escape. There are no survivors. Delete the crew from the Campaign Roster.
2-4	The Ejector System is damaged by enemy fire. The cabin crash-lands in no man's land. Roll on Table 3.
5-6	The Ejector System is damaged by enemy fire. The cabin crash-lands in friendly territory. The crew may not be used for the next two games while they recover from their injuries.
Table 3	
1	The crew is killed by enemy troops in no man's land. Delete them from the Campaign Roster.
2	The crew is captured by enemy troops in no man's land. Roll on Table 4.
3-6	The crew makes it back to friendly territory, but may not take part in the next three games while they recover from their injuries.
Table 4	
1	The crew is killed attempting to escape. Delete them from the Campaign Roster.
2-4	The crew fails to escape, and is transferred to a PoW camp. For them, the war is over - delete them from the Campaign Roster.
5-6	The crew escapes. Roll on Table 3.

DOWNTIME PLAY SEQUENCE

1. Experience Phase
2. Honour Phase
3. Salvage Phase
4. Repair Phase
5. Recruiting Phase

CREW INITIAL EXPERIENCE TABLE

2D6 Roll	Experience Level	Experience Points
2-5	Green	0
7-10	Experienced	2
11-12	Veteran	5

GAINING EXPERIENCE

For surviving a battle:	1 experience point
For each kill scored:	1 experience point

EXPERIENCE LEVEL CHART

Experience Points	Experience Level	Dice Rerolls
0 to 1	Green	nil
2 to 4	Experienced	1
5 to 9	Veteran	2
10 to 15	Elite	3
16 or more	Ace	4

SALVAGE TABLE

D6 Roll	Result
1 or less	The part no longer works, and must be discarded.
2-6	The part is in working order, and may be used.

The roll is made with a -2 modifier when dealing with parts taken from enemy Titans.

If you decide to repair a Titan with destroyed MIUs, roll once for the *whole* Titan to see if it is repairable.

APPEAL TABLE

2D6 Roll	Result
2-5	Appeal denied
6-12+	Appeal granted

Dice Roll Modifiers

1. Add the Order's current Honour Point total to the roll.
2. Subtract 1 from the roll per 100 extra points requested. Round fractions of 100 points down.

TITAN DATA SHEETS

THESE BLANK DATA SHEETS ARE FOR YOU TO FILL IN WITH THE DETAILS (WEAPONS, VARIANT BADGES, VSG, ETC) OF ANY TITANS YOU DESIGN YOURSELF. PERMISSION IS GRANTED FOR YOU TO PHOTOCOPY THEM FOR PERSONAL USE ONLY.

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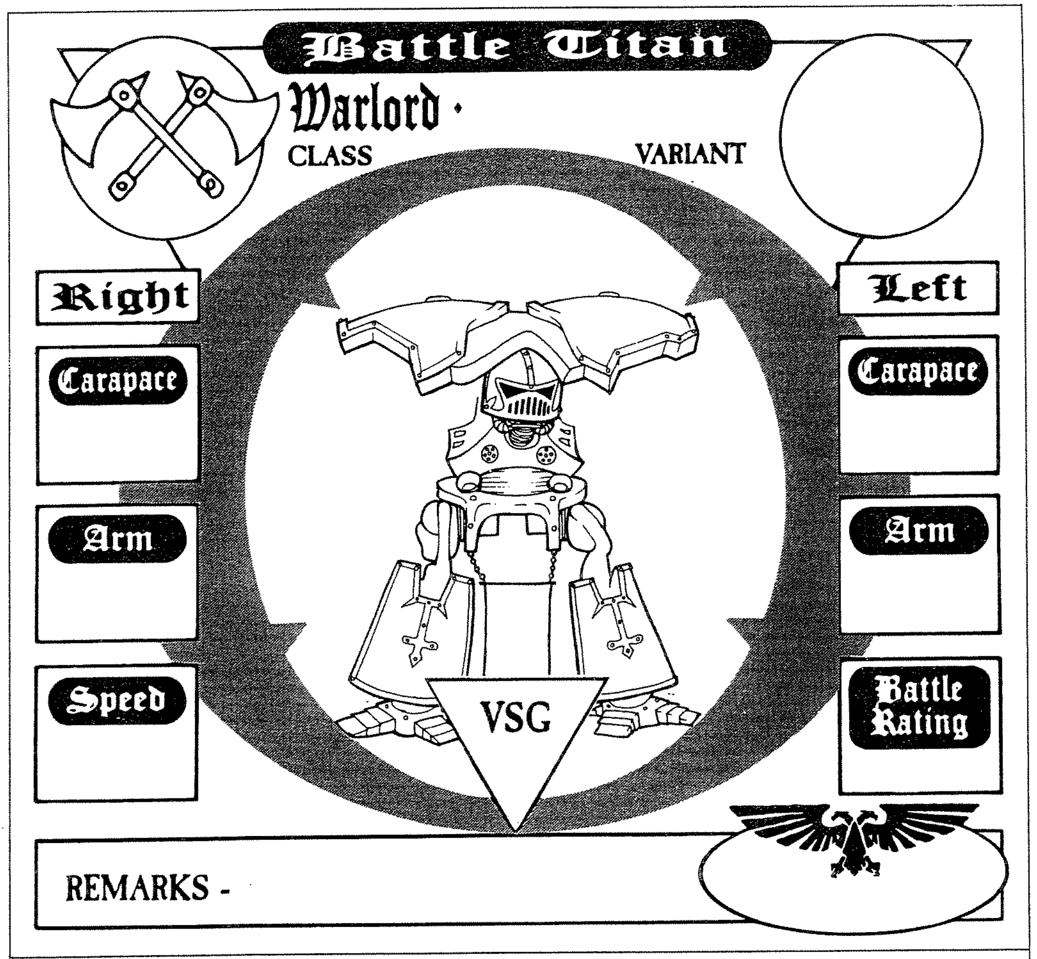
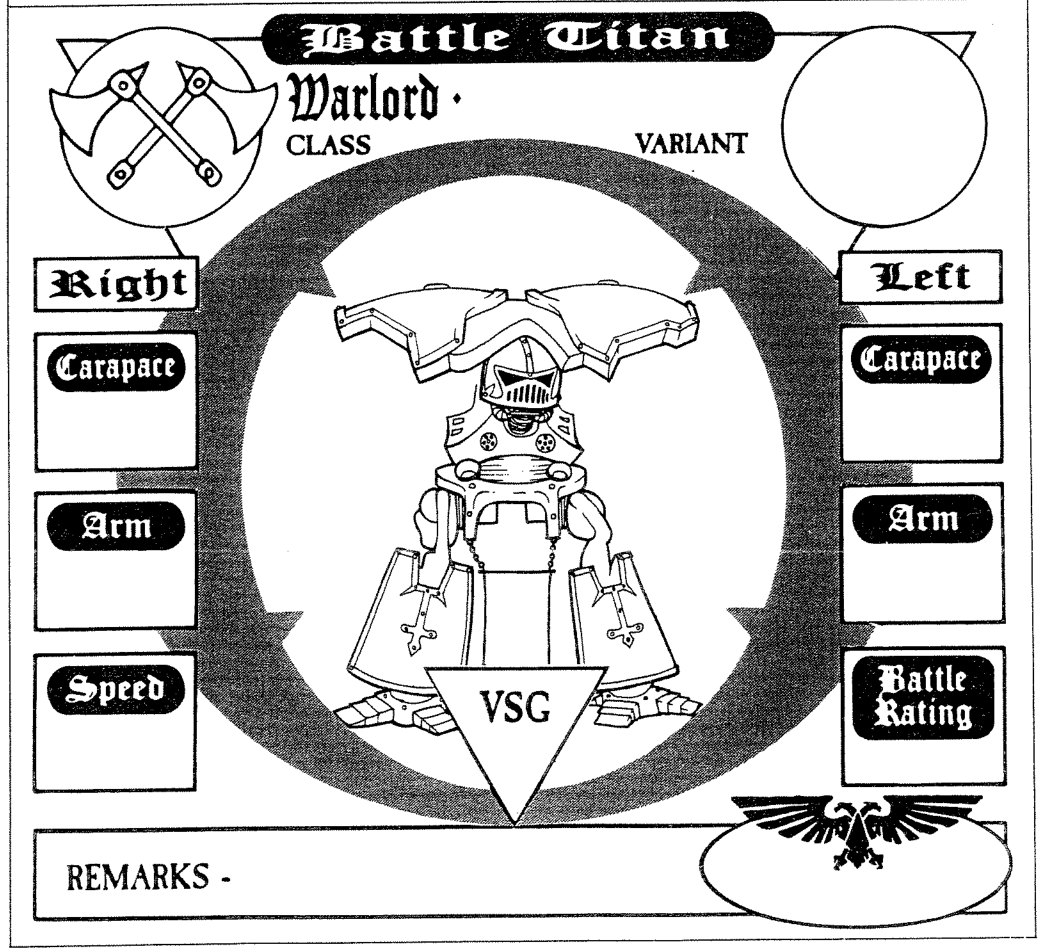

Battle Titan
Warlord ·
CLASS
VARIANT
Right
Left
Carapace
Carapace
Arm
Arm
Speed
Battle Rating
VSG
REMARKS -


Battle Titan
Warlord ·
CLASS
VARIANT
Right
Left
Carapace
Carapace
Arm
Arm
Speed
Battle Rating
VSG
REMARKS -

Titans

Honour Pts

Armoury Pts

CLASS	VARIANT	BATTLE RATING	CREW EXP.	CREW SKILLS	MODIFICATIONS

Notes

No. of Missiles

Plasma	Blind	Haywire	Mine	Stasis	Vortex	Warp

Order

Grand Master

Motto

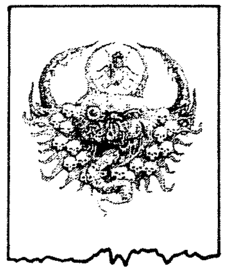
Forge World

PAINTING YOUR TITANS

It takes a fair degree of patience and practice to achieve the best results with your Titan, but ultimately you will find that your efforts are rewarded. Even if you are an experienced figure painter it's worth paying attention to the notes below - if you treat a Titan model the same way as you would treat a 25mm miniature, you'll fail to capture its dramatic scale. And don't worry if these painting guidelines seem complicated; simply follow the instructions step-by-step and you'll soon get good results.

The first thing to note when painting Titans is that the carapace, head, power fists and leg plates conform to established paint schemes; the rest of the Titan consists of bare, greasy metal, battlescarred and stained by the weather. The tops of carapaces are painted with different camouflage patterns depending on the terrain in which the Titan is operating. The colours of the head, power fists and leg plates vary from Order to Order, and are used to show the allegiance of the Titan.

Titans also display both official and customized banners and badges. The models in **Adeptus Titanicus** are Warlord Titans, the Battle Titans most common in the Orders of the Divisio Militaris. All Titans of the Divisio Militaris fly the Divisio banner from their carapace. The Order to which the Titan belongs is indicated by a badge painted onto the right side of the carapace, repeated on the honour banner hung between the Titan's legs. The honour banner is also the location for the Titan's victory markings - usually small skulls added to the banner each time the Titan wins a battle, larger skulls for major victories. The variant of the Titan (eg Night Gaunt or Nemesis) is marked by a badge painted onto the leg plate. Finally, unofficial kill banners may be hung by crew members from beneath the Titan's weapons to show how many enemy Titans have been destroyed by each weapon.

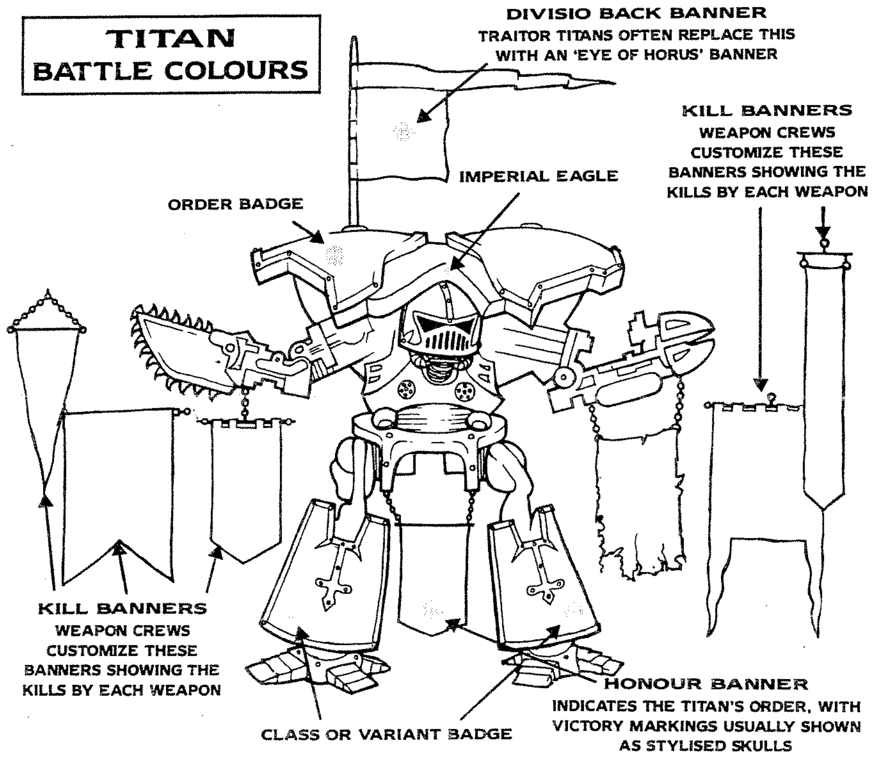


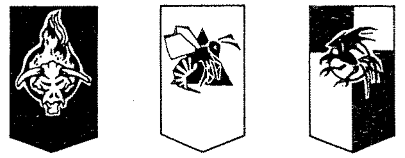
Rebel Titans, followers of the Warmaster Horus, sometimes replace their original Imperial insignia with Horus' eye symbol, invariably painted black. Their old insignia may be painted over with the Eye or with skull motifs, often using a horned skull to reflect the Rebels' allegiance to Chaos.

PREPARATION

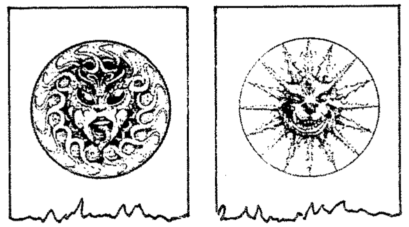
Before assembly, wash the kit in warm soapy water to remove any grease from its surface. Each part of the kit has to fit together neatly, so remove any excess material (ie the small protruding pieces of plastic that often form during the moulding process). These should be trimmed with a sharp modelling knife - remember that it is safest to make cuts away from yourself. Check that the parts fit together easily and then glue them in place with polystyrene cement. Once the model is assembled, undercoat it with Skull White acrylic from the Citadel Colour paint set, diluted with water. Then leave it to dry.

You're now ready to begin painting your Titan. It's always worth using good quality brushes. Several brushes ranging from size 000 to size 3 or 4 are required; choose brushes with a fine tapering point as these will make it easier to paint detail on your models. Brushes should always be washed immediately after use and stored point upwards. You will also need a pot of water, a rag for wiping your brushes and something suitable for use as a palette. And, of course, some paints - Citadel Colour (acrylics) and Citadel Expert (inks) sets are the best to use, as the two can be easily mixed and allow you to wash your brushes in water.

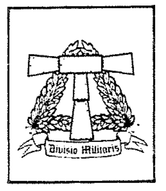

TITAN BATTLE COLOURS
DIVISIO BACK BANNER
TRAITOR TITANS OFTEN REPLACE THIS WITH AN 'EYE OF HORUS' BANNER
KILL BANNERS
WEAPON CREWS CUSTOMIZE THESE BANNERS SHOWING THE KILLS BY EACH WEAPON
IMPERIAL EAGLE
ORDER BADGE
KILL BANNERS
WEAPON CREWS CUSTOMIZE THESE BANNERS SHOWING THE KILLS BY EACH WEAPON
HONOUR BANNER
INDICATES THE TITAN'S ORDER, WITH VICTORY MARKINGS USUALLY SHOWN AS STYLISED SKULLS
CLASS OR VARIANT BADGE



Honour Banners



Chaos Back Banners adopted by the Traitor Legions after the Horus Heresy


Divisio Militaris

Divisio Militaris Back Banner

PAINTING

Once you have made all your preparations and assembled the Titan, you should choose the Order to which the Titan belongs and check on the colour scheme for that Order - various Titan colour schemes can be seen in the photographs in this book and on the box, or you can invent your own for a new Order. Start at the top of the Titan, ignoring the guns for the moment. Paint small coloured shapes all over the Titan's carapace to give it a camouflage scheme. Look at the painted models in the photographs and the colour scheme illustrations for ideas. Many books on aircraft of the last two World Wars also show appropriate camouflage schemes.

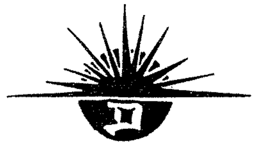
Next, the carapace rim should be painted - a metallic colour is the best choice for this. The edge of the rim should be painted in either the same colour or with black and red for contrast.

By now your camouflage work should be dry. Using your finest brush or technical pen, carefully paint a small Imperial Eagle onto the front of the carapace above the head and then add the Order symbol to the right hand side of the carapace.

When the carapace is finished you can pay attention to the main body, the legs (other than the front plates), the underneath of the carapace and the weapons. Paint all of these areas black and leave them to dry. Once they are dry, you can drybrush them to achieve a metallic effect using either Mithril Silver or Chainmail colours. To drybrush you load the brush with the colour you want and then remove most of the paint from the tip of the brush with a rag or tissue. Just leave enough paint to adhere to the raised areas of the model when the brush is briskly drawn across them. You'll get a good metallic effect but you'll probably destroy the brush in the process, so it's best to use an old or cheap brush for this.

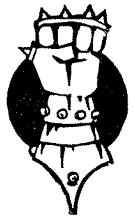
The head, power fists and leg plates are now painted according to the Order's colour scheme. First apply the relevant base colour to the large areas. When this is dry, paint the raised rims and lines in the same manner as the carapace. Highlights on the base colours can increase the 3D effect of the model. To achieve this, mix a little white with the base colour and carefully blend it into your chosen areas. Concentrating this blending in the centre of these areas will give the best results.

Symbols and insignia are then added with your finest brush. You will find that such fine detail work is easier to paint when the pigment is diluted. However, this may make the paint more translucent, so dark colours tend to work better over the light ones. Bright colours work well when applied directly over a white undercoat, so if you require a red line on a black background it may be better to paint the line white and then apply the red paint afterwards.



Banners should be painted with the Order's insignia, with any victory markings added and the individual kill banners suitably customized. Paint the banner designs on paper. When dry, cut them out and glue them onto wire flagpoles or fine chain hangers. Chains of this sort are available from good hobby shops, often those that cater for model boat enthusiasts.

Remember when you are painting details and banners that Titans are huge - carefully picking out tiny details will emphasize the dramatic size of the model. If you keep the Titans' size in mind all the time you are painting, your results will look even more impressive.



Finish the model by painting the base in a neutral ground tone or by covering it with a layer of sand or flock sprinkled onto glue. Using sand or flock provides you with a realistic ground texture which can then be painted with the drybrush technique. Flock is simply dyed sawdust and is also available from hobby shops.

When the model is completely dry, a layer or two of varnish will protect your paintwork and prevent it being chipped and rubbed off by handling during the game. Either matt or gloss varnishes can be used and both are available from hobby shops in tins or aerosols. Allow the varnish to dry in a dust free environment.

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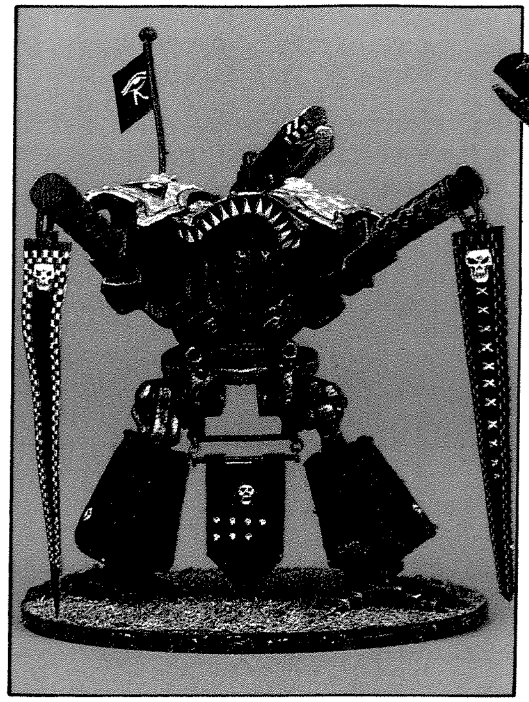
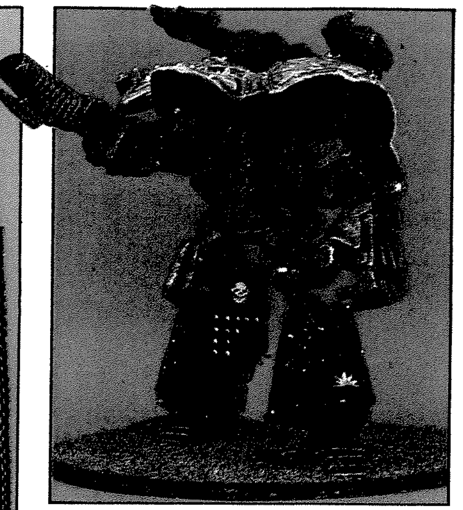
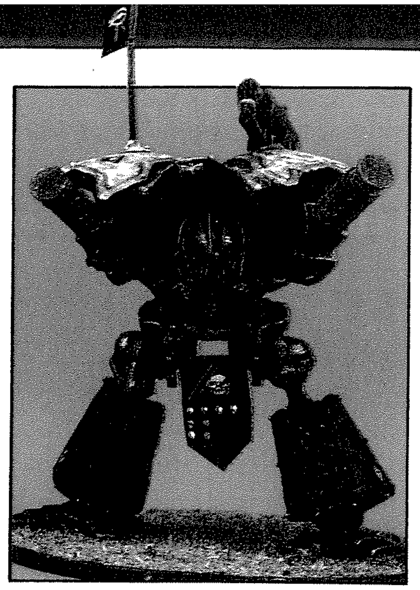
Citadel Colour acrylic paints and inks are specially designed for painting metal and plastic miniatures. All colours are fully intermixable. Citadel Colour acrylic paints contain more pigment and less medium compared to other paints, giving denser coverage, better mixability and superb value for money. The Citadel Expert Paint Set is a range of inks specially designed to complement the Citadel acrylics. It is intended for the painter who wants to give his figures that professional finish seen in the pages of this book. The transparent layer of colour that may be added with ink is suitable for both enriching existing colours and adding a stage of shading to the base layer of Citadel acrylic. All our paint is water-based, and non-toxic, so brushes and palettes can be cleaned with water. Colours will only show properly if you undercoat your models before painting.



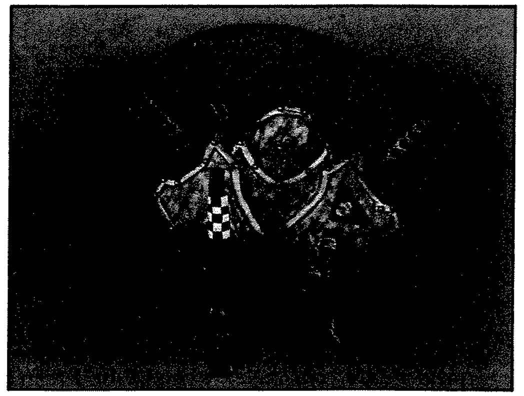
Above and below: Death Bringer of the rebel Deaths Heads Order. Note the Eye of Horus back banner and the two kill banners hanging from its auto-cannons.



Rebel Titan of the Deaths Heads Order. Note the twelve victory markings on its honour banner and the Nemesis variant badge on its leg plate.



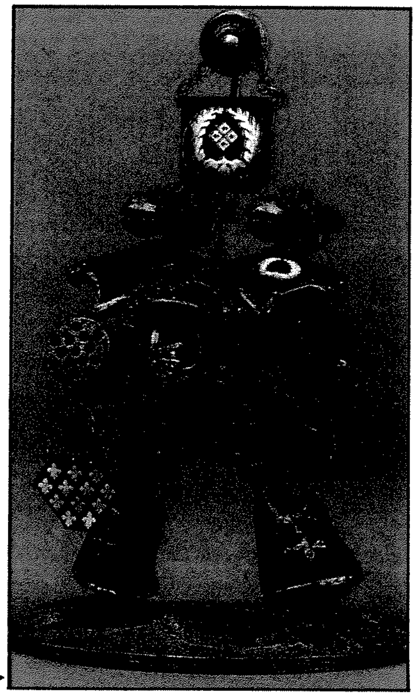
Death Bringer with Eye of Horus back banner brandishing twin auto-cannons and carapace-mounted macro-cannon.



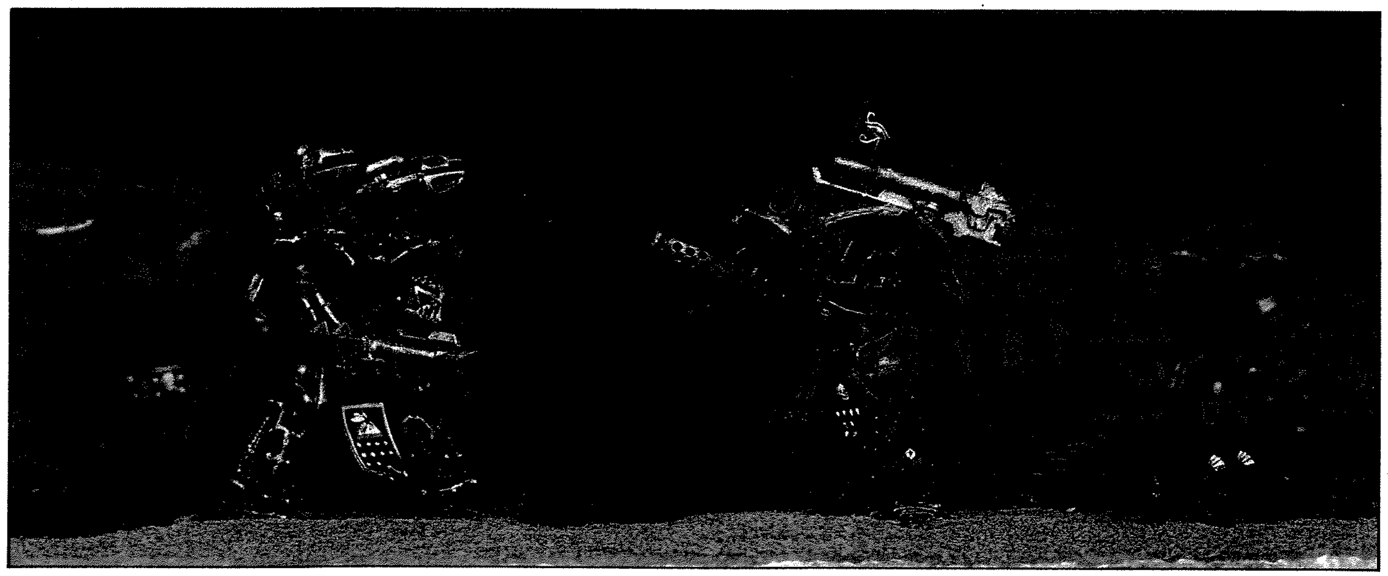
Top view of the Death Bringer showing its Order badge and the camouflage scheme on its carapace.

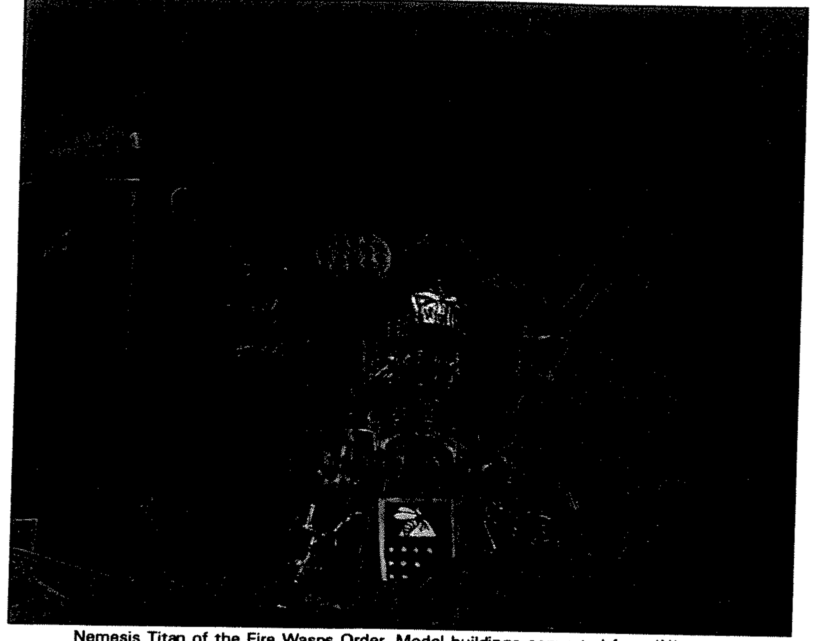
Night Gaunt of the Deaths Heads. Notice the Night Gaunt variant badge on the Titan's leg plate.

Small heraldic decals were added to Tony Cottrell's Death Bringer Titan and then painted over with inks. ▶



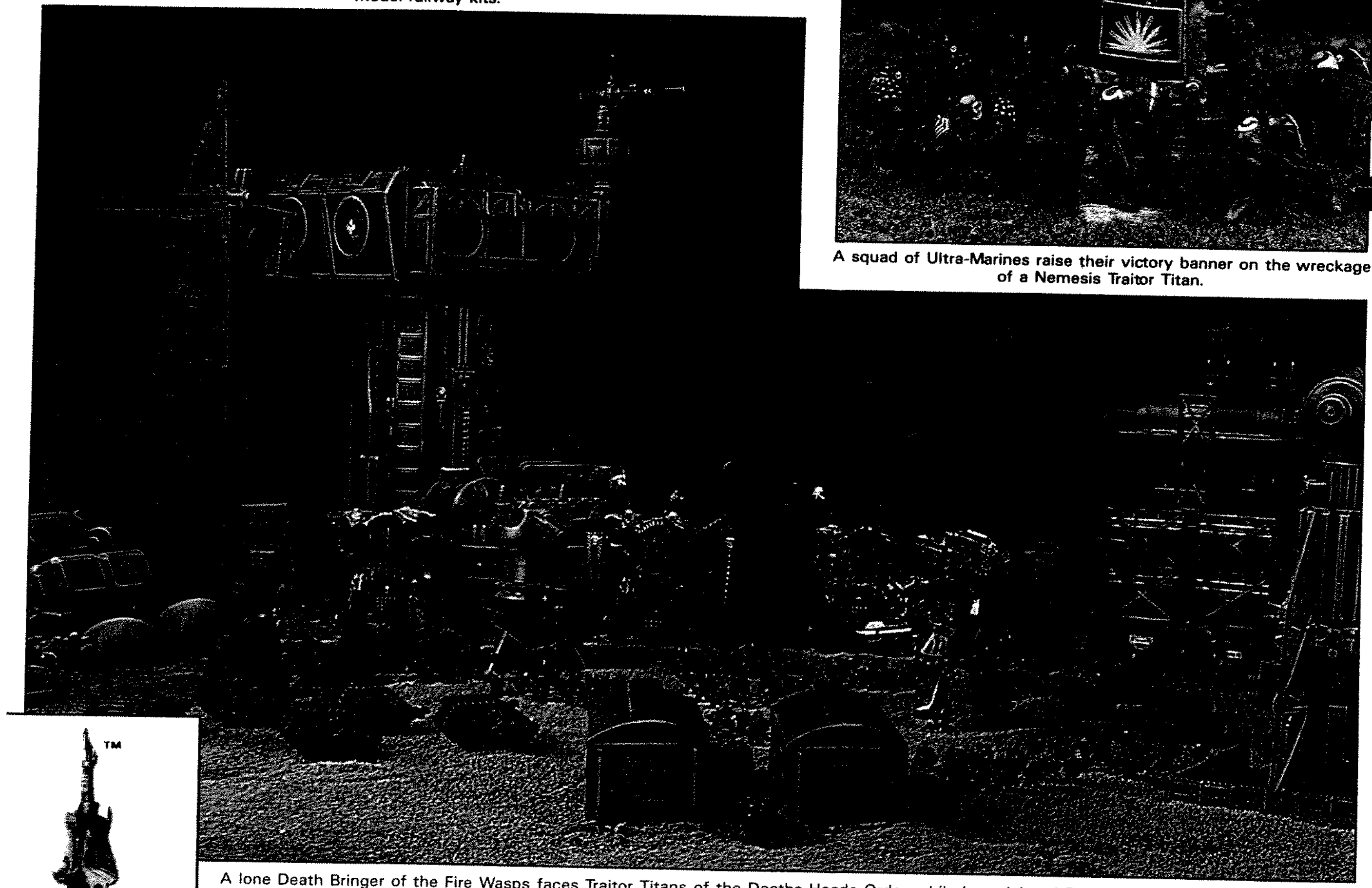
Imperial and Traitor Death Bringers face each other, accompanied by Space Marines and Land Raiders. ▼





Nemesis Titan of the Fire Wasps Order. Model buildings converted from 'N' gauge model railway kits.

A squad of Ultra-Marines raise their victory banner on the wreckage of a Nemesis Traitor Titan.



A lone Death Bringer of the Fire Wasps faces Traitor Titans of the Deaths Heads Order while Imperial and Rebel Marines fight it out.

CITADEL™ MINIATURES

Above are just a few examples of the options made possible by using plastic kits, toys and scratch-built models. These can easily be customized to complement Citadel Miniatures' exciting range of scale figures.

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